

BUTTHOL

ery someness



Part of this nutritious breakfast

SUGGESTED FOR
MATURE READERS

in loving memory

Guzanne Shaughnessy

1946 - 1995



Buttery Wholesomeness, Smack Monkey™

by Daniel Thron, Todd Shaughnessey, and Chris Elliott

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WHEELSOMEYS

SMACK MONKEY

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GRANNY
NEMESIS

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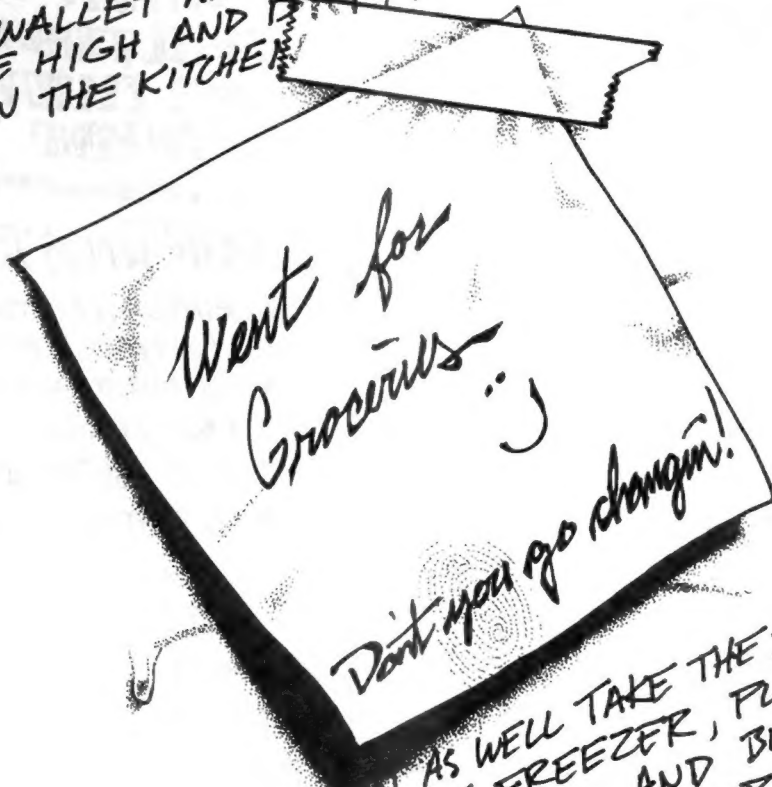
COVER ART:
DANIEL THRON
CHRIS ELLIOTT &
SIMON HOND

SPECIAL THANKS TO: JEFF
HUTCHINSON (CREATOR OF JEEZ
WHIZ (JEFF YOU NAUGHTY BOY)),
DAVID "OUR MAN FRIDAY" BRAZIL,
LEA ANN KARSTEN, LAURIE
BRUNELLE, OGDEN SAWYER,
JAMES STATTLE, MARK "BIG BIG"
SEGALSKI, CAROLE-ANNE
ELLIOTT (THANKS FOR THE
COOKIES), GORHAM PALMER
(WRITER/DESIGNER OF PIRATES,
A ROLE MASTER SUPPLEMENT),
AND EVERYONE ELSE WHO
KEPT US SOBER
AND SANE
EXCEPT...

BOB ROSE!
...WHO HAS
FALLEN OUT OF FAVOR.

AIRIGHT. GET THE VASELINE.

WELCOME TO BUTTERY WHOLESOMENESS,
THE PREMIER HOL SUPPLEMENT. WE KNOW WHAT YOU'RE
THINKING: SURE, THE FIRST BOOK MADE ME COMATOSE IN A
HEMORRHAGING FIT OF MOISTURE, BUT THERE'S NO WAY
THEY COULD KEEP IT STIFF ANY LONGER.
WELL, YOU'RE RIGHT. WE JUST HAD OUR WAY
WITH YOUR WALLET AND LEFT BEFORE YOU WOKE
UP. YOU'RE HIGH AND DRY, AND THERE'RE NO
FLOWERS ON THE KITCHEN
TABLE.



SO, YOU MIGHT AS WELL TAKE THE SCOTCH FROM BEHIND
THE BROCCOLI IN THE FREEZER, PUT ON A POT OF
THE BROCCOLI IN THE FREEZER, PUT ON A POT OF
VALDEZ-GRADE JALAPENO, AND BUM A SMOKE FROM
YOUR NEXT-DOOR NEIGHBOR WITH THE TWITCH;
'CAUSE IT'S GONNA BE A LONG NIGHT, AND
THE ONLY THING ON IS "GODZILLA
VS. BIOLANTE."
WE'LL CALL YA.
LOVE
THE
DIRT
MERCHANTS

Rules We said We'd
Never Give, but will
Now Because We're hypo
CRITICAL, sell-out,
CORPORATE

BASTARDS
PART ONE:
CHARACTER CREATION

-OR-
HEY! THEY
GOT DINKY
IN THIS!!!



YOU KNOW, YOU TRY TO DO SOMEONE A FAVOR. YOU TRY TO MAKE IT EASY ON 'EM. HELL, YOU GIVE THEM THE BENEFIT OF THE DOUBT THAT MAYBE THEY DON'T HAVE CREAMED CORN IN THEIR BRAINCASE. AND WHAT DO THE UNGRATEFUL FUCKNUTS DO? THEY BITCH AND KEEN LIKE YOU PROMISED THEM "WHITE RABBIT" AND YOU GAVE THEM "WE BUILT THIS CITY ON ROCK & ROLL." LIKE YOU TEASED THEM WITH SEAN CONVERY AND DELIVERED SEAN CASSIDY. LIKE YOU YANKED SOME BULLSHIT RATIONALIZATION OUT OF THE LOCHNESS DEPTHS OF YOUR ASS, GLAZED IT WITH THE MORAL CLIPRENOL OF SELF-RIGHTEOUSNESS, AND SLIPPED IT UNDER THE DOOR AFTER HOURS IN THE HOPES THAT IT WOULD SEE PRINT BEFORE SOMEONE NOTICED THAT INDEED THE CHUNKIEST PLATE OF HORSE COOKIES EVER TO BE ENSWATHED IN THE GUISE OF CHARACTER GENERATION.

BUT WE STAND BY IT, DARN IT ALL. THAT IS WHY WE STILL RECOMMEND IT--IF YOU HAVE THE PERFECT VISION OF WHAT YOU WANT TO PLAY, BIRTH THAT MOMMA WITH YOUR HM, 'CAUSE I CAN GUARENTEE THAT THE FOLLOWING SYSTEM WILL COME ABOUT AS CLOSE TO THAT IMAGE AS IDI AMIN IS TO GRAPE APE.

HOWEVER, IF YOU'RE THE KIND OF GUY THAT FEELS MYSTICALLY DRAWN TO THE POLLACK-ESQUE ASYMMETRY OFFERED BY THE LOCAL CARNIVAL'S "SPIN ART" BOOTH, THEN THIS MIGHT BE MORE YOUR THING. THE SYSTEM HOPS FROM CHART TO CHART, AND PROVIDES YOU WITH A BACKGROUND STORY, STATS, SKILLS, ETC, THAT ENDS UP TOTALING THE MOST INCOHERENT, RAMBLING HEAP OF SCHMITZ YOU'LL EVER SEE. BUT I MEAN THAT IN A 'GOOD WAY, BECAUSE ■ THAT'S WHERE YOU COME IN. POLISH, CHISEL, SAND, SCRAPE, GRIND & POUND THE THING INTO SUBMISSION. THINK OF REASONS HOW A BLIND, MOLTING MOOSE JUNKIE COULD INSPIRE A CADRE OF SIDE-KICKS TO JOIN HIM IN HIS CAUSE. HOW MIGHT AN ADULT CONTEMPORARY "LISTENER POSSIBLY PASS MUSTER INTO CLOWN COLLEGE? IF YOU HAVE NO THUMBS, HOW DO YOU PUT ON YOUR PANTS?

FINE, FINE, FINE. ENOUGH OF THE OBVIOUS. BUT IF THAT PSYCHADELIC-STAINED FRISBEE COMES WHIPPING OFF THE CENTRIFUGE AT SOME HERETOFORE UNTESTED MACH STRAIGHT INTO YOUR TEETH, MAKING YOUR FACE INTO SOME KIND OF TECHNICOLOR MOUMENSHANTZ MASK, DON'T SAY WE DIDN'T WARN YOU.



STEP 1 PICK A TOTEM FROM THE PLATES ON THIS PAGE. THIS REPRESENTS THE AMOUNT OF DESPERATE BULLSHIT WE'RE WILLING TO CRANK OUT IN ORDER TO MEET OUR PAGE COUNT. OR MAYBE IT'S JUST A WEAK ATTEMPT TO MAKE THE GAMING WORLD TAKE US SERIOUSLY; SEE!

PICK A TOTEM
OF ROLL

STEP 2 EARLY YOU



EXCEPT FOR THE CHAMP ACT

NOTICE ME!

SEE! WE'RE REAL! WE'RE SENSITIVE TO OUR READER'S NEED TO FEEL "HIP!" WE HAVE TOTEMS! CHOOSE CAREFULLY, THIS IS THE LAST OUNCE OF FREE WILL THAT WON'T COST YOU. THE PLUSES AND MINUSES ARE THE BASE SCORES TO WHICH YOU WILL ADD MODIFIERS THROUGHOUT GENERATION. THE "KUDOS" ARE THE POINTS YOU SPEND PER CHART TO ADVANCE THE CHARACTER, WITH ME? OKAY. **ROLL PUDDING, AND HOMEWORLD TO REPRESENT YOUR EARLY LIFE, AND RECORD THEIR RESULTS. FROM NOW ON YOU WILL RECEIVE ALL KINDS O' SHIT. THIS IS HOW IT WORKS: ALL GAINS IN KUDOS, STATS, SKILL CLUSTERS & SPECIFIC SKILLS ARE CUMULATIVE. GAINS IN CHART BONUSES ARE NOT** (EXAMPLE: IF YOU HAVE A +4 ON THE MUTATIONS CHART and then get a +2 on the mutations chart somewhere else, it remains the higher of the two) **ALSO, POWERS (FROM HALL OF JUSTICE & MUTATIONS) ARE NOT CUMULATIVE, AND YOU DON'T RE-ROLL IF YOU ALREADY HAVE THE MUTATION OR POWER, YOUR JUST SHIT OUTTA LUCK, AND YOU LOSE THE POINT YOU PAID TO GET THERE. GO WHERE IT TELLS YOU. ROLL & PUBES, AS WELL.**

EXAMPLE: IF YOU HAVE A +4 ON THE MUTATIONS CHART and then get a +2 on the mutations chart somewhere else, it remains the higher of the two

YOU DON'T RE-ROLL IF YOU ALREADY HAVE THE MUTATION OR POWER, YOUR JUST SHIT OUTTA LUCK, AND YOU LOSE THE POINT YOU PAID TO GET THERE. GO WHERE IT TELLS YOU. ROLL & PUBES, AS WELL.

platypus

MEAT: +1
MOUTH: +1
FEETS: +1
NUTS: +1
GREYMATTA: +1

STARTING KUDOS: 20
LIVING AN ENTIRELY RANDOM EXISTENCE YOU GET YOUR JOLLIES FROM OTHERS MISFORTUNE. WHEE!!

parakeet

MEAT: 0
MOUTH: 0
FEETS: +3
NUTS: +1
GREYMATTA: -1

STARTING KUDOS: 24
THE GUNNIN' FOR THE WINDOW TOTEM
REDRESSED, NEVER CONTENT, REBELLION - A-BREWIN' KINDA GUY.

THE WHAT? IS THERE SOMETHING ON MY FACE? TOTEM

lemming

MEAT: +2
MOUTH: 0
FEETS: 0
GREYMATTA: 0
NUTS: +2

STARTING KUDOS: 22
AKIN TO THE MOTH, BUT JUST NOT ENJOYING ITSELF NEARLY AS MUCH. WEARS A LOT OF BLACK, AND CARRIES SHITTY, DOG EARED COPY OF "CATCHER IN THE RYE."

sloth

MEAT: 0
MOUTH: -1
FEETS: -2
GREYMATTA: +3
NUTS: 1

STARTING KUDOS: 28
THE JESUS, KEEP YOUR SHIRT ON TOTEM
MIDDLEMAN OPERATOR SUPREME - SMUGGLER, FENCE, C&M FRANCHISE OWNER

THE TERM "KUDO" HERE IS EQUIVALENT TO "BIG KUDO" FROM THE RULEBOOK. HENCE 1 KUDO = 5 PRICKUDOS.

poodle

MEAT: -1
MOUTH: +3
FEETS: 0
GREYMATTA: +1
NUTS: -1

STARTING KUDOS: 22
THE BAD HAIRCUT TOTEM
LIKE TO BITCH, DON'T LIKE TO GET INVOLVED. I JUST WANT TO GET MY CAR OUT OF THIS AREA.

Bush Baby

THE IF YOU DO NOT KILL ME SOON I WILL SURELY DIE OF FRIGHT TOTEM

MEAT: -1
MOUTH: 0
FEETS: +3
GREYMATTA: +1
NUTS: -2

STARTING KUDOS: 26
FAST, NIMBLE THIEVES, WHISTLEBLOWERS

chinchilla

MEAT: 0
MOUTH: 0
FEETS: +1
GREYMATTA: 0
NUTS: +1

STARTING KUDOS: 25
THE I AM SNEAKY BUT PLEASE DO NOT IMMERSE ME FULLY IN WATER OR ALL MY FUR WILL FALL OUT IN CLUMPS TOTEM
SECRETIVE, QUIET LITTLE FREAKS, THE CHINCHILLA OFTEN MANIFESTS ITSELF IN THE FORM OF THE DARK ARTS: SKULLDUGGERY, SUBTERFUGE, TELEMARKETING.

Moth

MEAT: 0
MOUTH: 0
FEETS: +1
GREYMATTA: -2
NUTS: +3

STARTING KUDOS: 26
THE WANTONLY COVETOUS OF BURNING DEATH TOTEM
PILOTS, BELTERS, MISSIONARIES, ANYONE DRAWN TO THE GLORIES OF FOLLY. Y'KNOW, A KUTZ.

sea-cucumber



MEAT: 0
MOUTH: 0
FEETS: 0
NUTS: 0
GREYMATTA: 0

STARTING KUDOS: 30
THE SOFT ROCK TOTEM
THE QUINTESENTIAL MIDDLE OF THE ROAD ACCQUANT TYPE. NEVER MAKES GUMP ROLLS. BUT WITH A LITTLE PEPPER...

Earwig

FEETS: +1
MEAT: 0
MOUTH: 0
GREYMATTA: 0
NUTS: +1

STARTING KUDOS: 18 + 2DC
THE TILE GROUT MMM... ..MOIST... TOTEM

OSTRACIZED, SCUM RIDDEN CREATURE OF THE SHADOWN DEPTHS, YOU WANT NOTHING MORE NOTHING LESS, THAN MILD DEW LAC VENGENCE.

scallop

MEAT: +4
MOUTH: 0
FEETS: 0
GREYMATTA: -2
NUTS: 0

STARTING KUDOS: 26
THE ALL MUSCLE TOTEM

YOU WOULDN'T LIKE ME WHEN I'M ANGRY.

STEP 3

HAVING RECORDED THE RESULTS OF STEP 2 & TOTALLED THEM, ROLL

CHARTS OF THE ASS
ON THE CHART CHART. THIS WILL PLACE YOU IN THE CHART LOOP. GO TO THE CHART IT SPECIFIES. ANY TIME YOU ROLL ON THE CHART CHART YOU MUST GO TO, AND ACCEPT THE RESULTS FROM, THE CHART IT SENDS YOU TO. ONCE ON THE NEW CHART, YOU MUST PAY 1 KUDO IF THERE IS A COST LISTED. FOR EXAMPLE, "CAFFINATED" HAS A "1" IN PARENTHESIS IN ITS HEADING, AND THEREFORE COSTS ONE KUDO. "PRESSED HAM" IS FREE (0). ROLL APPROPRIATE DICE FOR THE NEW CHART, AND RECORD THE RESULTS. AT THE END OF THE CHART ENTRY, IT WILL TELL YOU WHAT CHART TO GO TO. YOU MUST GO TO THAT NEW CHART AND ACCEPT THE RESULTS, UNLESS YOU WISH TO BUY OFF OF IT: IT COSTS TWO KUDOS TO BUY ONTO THE CHART CHART FOR RANDOM REINTEGRATION, OR IT COSTS FOUR KUDOS (PLUS THE COST OF THE NEW CHART) TO BUY ONTO A SPECIFIC CHART OF YOUR CHOICE. YOU MAY NOT BUY ONTO THE FOLLOWING CHARTS: CLOWN COLLEGE, (CONTINUED TO THE RIGHT OF BUSH BABY)

* BLESSED BY THE ALMIGHTY, TOTEM, HOMEWORLD, PUDDING, A PUBES. CONTINUE SPEEDING UNTILL YOU ARE KICKED OFF, OR OUT OF KUDOS. ONCE YOU FALL BELOW 6 KUDOS, HOWEVER, YOU MUST MAKE A CLUMP ROLL (IN GSI ROLLER STARTED THE "CLUMP ACT" - MEDICINITY WAS HOW KUDOS YOU HAVE LEFT, OR GO TO THE HOL CHART. WHEN YOU HAVE FINISHED, ANY STATS THAT HAVE GONE OVER 6 (MAY BE DISTRIBUTED TO SKILLS THAT IS). LEFT OVER KUDOS MAY BE DIVIDED UP INTO STATS 1 TO 1, OR 1 KUDO = 5 SKILL LEVELS TO REEF UP EXISTING SKILLS, OR TO BUY NEW ONES. VOILA. WORK OUT THE REST W/ YOUR HIN.

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** OR TRADED IN FOR AN EQUAL AMOUNT OF KUDOS.



TOTEM

PICK OR ROLL

- 2 - PARAKEET
- 3 - POODLE
- 4 - LEMMING
- 5 - SLOTH
- 6 - CHINCHILLA
- 7 - SCALLOP
- 8 - MOTH
- 9 - EARWIG
- 10 - SEA CUCUMBER
- 11 - BUSH BABY
- 12 - PLATYPLUS

**CAPTAIN
QUAKER
SUPER-
SECRET
CHART
DECODER
CHART**



PUDDING - PUDDING
TOTEM - TOTEM
PUBES - PUBES
CHART CHART - CHART CHART

- A - CLOWN COLLEGE
- B - GENERALLY BAD CHOICES
- C - SPECIFICALLY BAD CHOICES
- D - MENTOR
- E - GALACTIC SHOPPING NETWORK
- F - SOAP OPERA
- G - STAT GAIN
- H - LOINAGE
- I - SPECIAL TRAINING
- K - SIDEKICK
- L - HOL
- M - CRIME
- N - DASTARDLY CRIME
- O - NIGHT SCHOOL
- P - PARENTAL MISUNDERSTANDING
- Q - NO PANTS DREAM
- R - BAD MONKEY

- S - GOOD MONKEY
- T - FAMILY
- U - THE BUDDY SYSTEM
- V - ALLERGIES
- W - ALL YOU CAN EAT
- X - CHRISTREATS
- Y - CORNHOLED BY GOD
- Z - BLESSED BY THE ALMIGHTY
- AA - ADDICTIONS
- BB - HAM
- CC - PRESSED HAM
- DD - HALL OF JUSTICE
- EE - RELIGIOUS EPIPHANY
- FF - BAR
- GG - CAFFINATED
- HH - DEEP SHAFT MNE
- II - MUTATIONS
- JJ - ROLL YOUR OWN
- KK - IT'S RAININ' MEN
- ALMOND JOY - ALMOND JOY
- And Lonely Little "J" - TECHNOLOGY

PUDDING ROLL 2D6

- 2 - CUSTARD: -1 GREYMATTA
- 3 - PLUM: -1 KUDO
- 4 - BANANA: NOTHING. WHADDYA WANT? BANANA SUCKS.
- 5 - TAPIOCA: +2 FEET
- 6 - RICE: +2 MEAT
- 7 - BLOOD: +2 NUTS
- 8 - BUTTERSCOTCH: +2 MOUTH
- 9 - INDIAN: +2 GREYMATTA
- 10 - BREAD: 500 CHITS
- 11 - VANILLA: +2 KUDOS
- 12 - CHOCOLATE: +4 KUDOS



ROLL 2D6

PUBES

YOU LOSE - BEATEN AND TAPED UP NAKED IN THE GIRLS SHOWER. SEXUAL TRAUMA HITTING TO THE MARROW, ANY MADICUM OF INITIATIVE IS BURNED OUT OF YOU, AND YOU PLAY OUT YOUR DAYS MOLDING THE SCENE OVER AND OVER AGAIN IN YOUR PERCEPTION UNTIL YOU CONVINCE YOURSELF IT WAS YOUR FAULT. OR, TO PUT THIS TRAGEDY OF THE SPIRIT, THIS MORAL CRIME INDICATIVE OF MAN'S INHUMANITY TO MAN IN GAME TERMS: YOU NEVER ROLL BOXCAR. IF 12 COMES UP, IGNORE, REROLL, AND HAVE A GOOD CRY.

- 3 - THOUGH DAMAGING TO YOUR SOCIAL LIFE, YOU ARE SECRETLY THE AVATAR OF YOUR TOTEM. ALL TOTEM BASE STATS (POSITIVE) ARE DOUBLE, AND YOU TAKE ON HUMANIZED VERSIONS OF THE CREATURE'S PHYSICAL ATTRIBUTES.
- 4 - MANAGE TO MAKE IT THROUGH AN "ENCOUNTER" IN THE BACK OF A PIATO WITHOUT TWISTING YOUR ANKLE, VOMITING, OR BREAKING INTO A SOBBING CHORUS OF "THANK YOU". +1 KUDO.
- 5 - OWN A VW BUG. +2 KUDOS
- 6 - HAVE OLDER BROTHER WITH CONNECTIONS. +3 KUDOS
- 7 - GRADUATE WITHOUT GETTING ANY. THE UNIVERSE TAKES PITY. +1 KUDO (LIMIT OF 5) FOR EVERY CHART WITH A COST OF 8 THAT YOU LAND ON.
- 8 - YOU SET UP A RUNNING POKER GAME IN THE BACK OF SHOP CLASS. GET A DECK, SHUFFLE, DRAW FROM THE TOP - A 10 - THAT MANY KUDOS. FACE CARD = -5 KUDOS.
- 9 - YEARS OF PARENTAL EXPERIENCE HAVE RAISED A FINE DAMN LIAR. ONE TIME ONLY PICK THE RESULT ON A CHART YOU LAND ON.
- 10 - ADVANCE ACCEPTANCE. AFTER A SOUND BEATING, PICK THE BEST STARTING ROLL OF TWO ON THE CHART CHART.
- 11 - PORK IS AGAINST YOUR RELIGION. GO TO THE CHART CHART ANY TIME YOU ARE REQUIRED TO GO TO HAM OR PRESSED HAM.
- 12 - DID I EVER TELL YOU THAT THIS JACKET IS A SYMBOL OF MY INDIVIDUALITY AND MY BELIEF IN PERSONAL FREEDOM. RE ROLL ALL YOU LOSES.

CHART CHART

Roll	1	2	3	4	5	6
1	A	B	C	D	E	F
2	G	H	I	J	K	L
3	M	N	O	P	Q	R
4	S	T	U	V	W	X
5	AA	BB	CC	DD	EE	FF
6	GG	HH	II	JJ	KK	ALMOND JOY®

ALMOND JOY™ IS A REGISTERED TRADEMARK OF HERSHEY CORPORATION, AND WE LIE HAPPILY PROSTRATE BEFORE THEIR THUNDEROUS LEGAL GLORY.

THE MOST FORGIVING

BIRTHWORLD CHART

First Roll

Second Roll

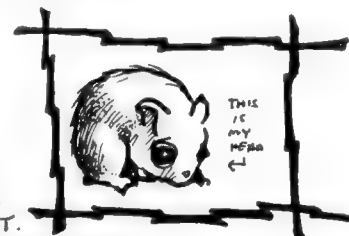
No Smo
No Dogs
No Tris

1	2	3	4	5	6
CULLIBLE IV THE INNOCENT PLANET: MAN, YOU'RE LUCKY. THAT ONE'S NOT ON THE CHART. +1 BLESSED BY THE ALMIGHTY FREE SUBSCRIPTION TO THE GALACTIC ENQUIRER.	ORLANDO IV THE RETIREMENT PLANET: PUBLISHING SITE OF THE WIDEST CIRCULATED VIDSHEET, WE CONTROL THE GOODMORNING 100 CHITS PER CHART YOU GO ON, ROLL 2 FREE ON GALACTIC SHOPPING NETWORK BEFORE YOU START.	MANWICH IV THE MEAL PLANET: FORMERLY RICE-A-RONI, THE SAN FRANCISCO PLANET, THE CANNED MEAT REVOLUTION BROUGHT TYRANNY TO THE JUSTICE THAT'S DEEP +1 MEAT, EAT ANYTHING: 1 AUXILIARY CYBERSTOMACH	LOWENBRAU IV THE HERE'S TO GOOD FRIENDS, TONIGHT IS KINDA SPECIAL PLANET: PUCK THAT SHIT! PABST BLUE RIBBON. 1 FREE ROLL ON RELIGIOUS EPIPHONY AT +2, 2 CAFFINATED, -3 ADDICTION, AUXILIARY CYBERBLADE	WHODUNNIT IV THE BUTLER PLANET: THE FINEST EXPORTER OF FUMY TRAINED SERVICE STAFF, ALSO SUPPLIER OF 75% OF THE COWS' ROPE, PIPES, AND CANDLES TICKET. -2 ON DASTARDLY CRIME, -2 CRIME -2 ON SCAPEGOAT, EXPLAIN ANYTHING: 2	CUDDLY IV THE HAMSTER PLANET: BORN INTO THE SPARKLING RAINBOW LABYRINTH OF THE HABITAIL. SEEK THE INNOCENT: 1 +1 ON SIDEKICK, +1 ON SCAPEGOAT
DUCT-TAPE IV THE GORBAL PLANET: THEY SAY THERE ARE A THOUSAND AND ONE USES FOR THE STUFF, AND THAT'S BEFORE YOU GET TO RODENTI FRIGIDA ROLL FREE ON IT'S RAININ' MEN AT +2 BEFORE START	BLOMIWAD IV THE EXTRA-TISSUE PLANET: NO MOM! I'M JUST READING IN HERE! ONAN BE PRAISED!! +1 ON RELIGIOUS EPIPHONY (OH GOD, YES), MUST ROLL 1 IN HAM BEFORE START	COSBY IV THE PUDDING PLANET: RAISED ON ONE OF THE HARVEST PLATFORMS ABOVE THE CHURNING SEA OF MINDLESS WADDLING FOODSTUFF, THERE'S NOTHING YOU DON'T KNOW OF THE WASTEN CHOOSE OWN PUDDING. SPOT WASTIF: 5	TRAVOLTA IV THE DISCO PLANET: IN A GRAND ELLIPTICAL ORBIT, TRAVOLTA IV AND ITS POPULATION ONLY UNFREEZE EVERY 5 YEARS AS IT PASSES NEAR THE SUN. +1 FEETS, +2 ON ADDICTION	FALOS IV THE D-CELL PLANET: LEGENDARY MACHINATOIRS OF RUPERT'S THREE-SPEED SHOCK TROOPS, THE WARMTROOPERS +2 ON IT'S RAININ' MEN, PELVIS WRESTLING: 2, ENJOY HUMMING AGONY: 3	MANSON IV THE FAMILY PLANET: THOUGH HAPPY IN EARLY LIFE, YOU WERE UNWELCOMEDLY DEPORTED FOR SUGGESTING THE HIGH-SCHOOL FUNDRAISER BE A ROMAN POLANKI FESTIVAL. ORGANISE FUNDRAISER: 2 +2 ON PARENTAL MISUNDERSTANDING +1 ON FAMILY CHART, +1 LOINAGE
ACCUMEN IV THE TENURE PLANET: THIS ILLEGAL OUTPOST OF FINE LITERATURE LAYS HIDDEN ALMOST ENTIRELY BENEATH AN ABANDONED WAL-MART, LIVING EXCLUSIVELY ON OLD MALTED MILK BALLS +3 GREY MATTIA, 1 BENEFICIAL DICKENS BOY CONTACT	TUFNEL IV THE PLANET THAT GOES TO 11: THE OFFICIAL HABERDASHER OF THE ROYAL FAMILY. WITHSTAND BAGPIRES: 3, STAT OF YOUR CHOICE MAY GO TO 11 THROUGH NORMAL GENEVA.	REFRIED IV THE PULL MY FINGER PLANET: ALRIGHT, FINE, YES IT'S A GAS GIANT. OH, THE SHAME... +2 ON ALL YOU CAN EAT, +2 ROLL YOUR OWN, TOLERATE WIDEVUS AMOUNTS OF PURGENT EMINATION AND SILENT TACOS	LIGHT & LIESURE IV THE PURPLE PLANET: HIGH INFINITE SQUARE FOOTAGE PRICED TO SELL SELL SELL... +4 ON MUTATION CHART, 1 FREE ROLL ON THE MUTATION CHART BEFORE START	SPANK ME IV THE MONKEY PLANET: STARTED AS A SCIENCE COLONY BACK IN 594, TO PROVE THAT, LEFT TO THEIR OWN DEVICES, A COMMUNITY OF MONKS WOULD PUBLISH THE PRICES OF MADHILL COUNTY. BUT FOR THEM WE ONLY TURNED IN A ROUGH TREATMENT OF A FLOWER IN THE ATIS BOO. +4 TO ALL MONKEY CHARTS, SYMBOLIC MONKEY	DALAI IV THE LLAMA PLANET: A MEMBER SINCE BIRTH OF ONE OF THE ONLY RECOGNIZED, OPENLY PROAN RELIGIONS IN THE CONFEDERATION. THE COW DOESN'T THINK IT'S MUCH TO FEAR FROM FORMERIES OF A CYBORG LLAMA CARD CARRYING PRIEST, AS THEY KNOW 1 FREE ROLL ON THE CHRISTRENTS CHART.
JAVA IV THE BOTTOMLESS PLANET: CONTRACTION BASE OF THE 500 YEAR PROJECT, THE RINGDIVER -- A SEEMINGLY INFINITE COFFEE COUNTER OVERVIEWING THE SUN. 1 FREE ROLL ON CAFFINATED 3 D6 UNWASHED COFFEE MUGS THAT ALL SAY "FRED."	FABIO IV THE BEEFCAKE PLANET: YOU FELT YOU HAD TO GO BEFORE YOU WERE FORCED TO TAKE "I CAN'T BELIEVE IT'S NOT BUTTER" AOS. +2 MEAT, -1 MOUTH +3 ON SOAP OPERA, UGLY JAWLINE, -2 GREY MATTIA	HAMILL IV THE TYPECAST PLANET: AT BIRTH, YOU ARE CONTRACTUALLY OBLIGATED TO BE IN A REMAKE OF "CORVETTE SUMMER" + OR - 1 ON MENTOR (YOUR CHOICE) +2 ON PARENTAL MISUNDERSTANDING, +2 SOAP OPERA	CHIC IV THE BEST PLANET THE BEST WAY: YELLOW RAINSLICKER, SHAPES, AND VIDEO MEMBERSHIP GRANTED AT 3, YOU'VE SPENT YOUR LIFE BEHIND THE SEATS. +2 ON NIGHTSCHOOL, HAM, BMS AND BAD MONKEY, 1 FREE ROLL ON LOINAGE AT +2	STARSKY IV THE HUTCH PLANET: ACTUALLY, NAMED SO ONLY RECENTLY -- NO CLEAR CUT WINNER HAS EMERGED FROM THIS NAME-EMPOWERED WARP, AND YOU, BORN TO THE ROCKFORD FILEMS, RED VEHICLES CLUSTER AT 4, ONE HIT WONDER THAT TOPPED THE CHARTS FOR A YEAR.	MENTOS IV DER FRESCHTICKER: HEY, IT COULD BE WORSE; AT LEAST YOU WEREN'T BORN IN THE HIGHLANDS, WHERE ALL THEY DO IS SHOUT "RII!" +2 MITS IF YOU EAT A MINT, YOU CAN ALWAYS GET 5 GUYS TO MOVE YOUR VEHICLE (VW TO STARSKY)
RAYGUN III THE WHERE ARE MY DANTS PLANET: DIMETRI, I'M JUST AS CAPABLE OF BEING SORRY AS YOU ARE. HIGH LEVEL BENEFICIAL COW CONTACT -1 GREY MATTIA, +1 ON CORNHOLED BY ALMIGHTY, +1 ON SPECIAL TRAINING	JACKSON IV THE PLANET THAT SHOULD'VE BEEN IV, BUT MICHAEL HAD TO GO OFF AND DO "THE WIZ," AND BETWEEN YOU AND ME, I THINK HE AND DIANA HAD SOMETHING GOIN' ON +2 ON IT'S RAININ' MEN	HOLST IV THE PLANET'S PLANET: NO STRANGER TO VIOLENCE, AS YOU HAVE HAD TO DEFEND YOUR FAMILY AND CULTURE FROM WILLIAMS AND HIS PIRATE HORDE -2 ALMOND JOY	HUG ME IV THE PORCUPINE PLANET: A SAD EXAMPLE OF SCIENCE GONE AWRY, IN WHICH A DOXILE SPECIES WITH NO NATURAL PREDATORS WERE INTRODUCED TO AN ECOSPHERE WHERE THE DOMINANT LIFEFORM WAS A SMALL, SLEAZE, VIENNA-SAUSAGE LIKE CREATURE. FREE PORCUPINE BATTLESLIT	ELBOW IV THE ASS PLANET: ENCIRCLED BY THE TWIN MOONS SHIT AND SHINOLA, OFTEN CONFUSED BY THE LOCALS. -1 GM, +5 TO ANY ROLLS INVOLVED WITH LIVE DANCING.	G IV THE SPOT PLANET: SISTERWORLD OF G-WHIZ, THE BEAVER PLANET. ONE FREE ROLL ON THE SIDEKICK CHART BEFORE START.
BETTY IV THE RELAPSE PLANET: "I USED TO BE A HEROIN ADDICT, NOW I'M A METHADONE ADDICT" "I'M INTO LEATHER" 1 FREE ROLL ON ADDICTION CHART BEFORE START	BIGTOP IV THE NOTHING TO SEE HERE PLANET: MOVE ON. 1 FREE ROLL ON CLOWN COLLEGE BEFORE START	CORINTHIAN IV THE LEATHER PLANET: A WORLD BEGUN BY A GROUP OF GENETICALLY ENGINEERED APHOLSTERERS AFTER THEIR SHAMEFUL BRIDE (RUPERT WAS NOW PUNISHED BY THE VELOUR TOLST SEAT. +3 ON SIDEKICK CHART, 1 FREE ROLL ON DEEPSHAP 9 BEFORE START	PINK IV THE ONLY FUCHS PROFESSIONAL PLANET: LEARN TO FUCKING TYPE. PICK ANY SKILL CLUSTER AT 4 -- THIS IS YOUR PROFESSION.	SPEEDO IV THE PACKAGE PLANET: KNOWN THROUGHOUT THE LOW'S POSTAL UNDERGROUND FOR THEIR SWIFT SKILL FOR WRAPPING PACKAGES ID TIGHTLY, YOU CAN DAMN NEAR SEE INSIDE EM, AND THEIR WELGREASED SHIM-MEETS.	PRODUCT OF A "B" BROKEN HOME! ROLL TWO (COUNT 2.) HOME WORLDS [IGNORING THIS ONE] START WITH 4000 CHITS FOR THE SALES OF YOUR TELL-ALL BOOK!

CHARACTER CREATION EXAMPLE

HAVING PUT ON A POT OF 'CHOCK FULL OF ULCER'S' STRONGEST, CLEARING MY MIND OF THAT 'AIR SUPPLY' SONG THAT'S BEEN RUNNING ROUGHSHOD THROUGH MY CONSCIOUSNESS DURING THE PAST 3 DAYS, GRABBING THIS PEN AND SOME DICE, I'M READY TO SIT DOWN AND WATCH THE LAST HOUR OF 'REM WILLIAMS: THE ADVENTURE BEGINS.' TODD COMES IN AND SAYS, "I THOUGHT YOU WERE DOING THE CHARACTER GEN. THING." "YEAH, YEAH. I'M JUST... UH, GETTING SOME IDEAS. HEY - YOU KNOW THAT CHINESE GUY -- HE WAS THE GUY IN 'CABARET.'" HE LOOKS OVER AND SQUINTS. "WHAT IS THIS? IS THIS THAT STUPID-ASS FRED WARD MOVIE AGAIN?" "YUP", I SAY. "COOL," HE SAYS, "ANY MORE JAVA LEFT?" "YUP." - AND THERE YOU HAVE IT! DIRT MERCHANT GAMES' PLAYTESTING FERVOR BURNING ACROSS THE PAGE LIKE MOLTEN... AH... STUFF! OUR MUSE'S SOUL LAID BARE FOR YOU! THE PASSION, THE RAW FURY OF OUR UNQUENCHABLE NEED TO DO BATTLE WITH THE ENTROPIC NATURE OF THE UNIVERSE! TO CREATE! "HEY, YOU GONNA EAT THE REST OF THESE PRINGLES?" - AH HELLO I SUPPOSE WE SHOULD GIVE IT A ONCE-THROUGH BEFORE WE DUMP IT ON THE UNSUSPECTING PUBLIC. SO NOW, AS LIVE AS TEXT CAN GET, A FRESH H&L:

- ① I CHOOSE TO PICK THE CHINCHILLA TOTEM, CAUSE I'M FEEIN' RANDY, AND IT GIVES ME A STARTING STATS OF +1 NUTS AND +1 FEETS, WITH 25 KUDOS.
- ② PUDDING: 2d6 GIVES ME BLOOD PUDDING (+2 NUTS).
- ③ HOMEWORLD: 2 AND A 6: MANSON III, WITH A +1 ON ALL LOVINAGE (H) AND FAMILY CHART (T) ROLLS, +2 ON ALL ROLLS ON THE PARENTS! MISUNDERSTANDING CHART (P), AND IT GIVES ME THE SKILL 'ORGANIZE FUNDRAISER' AT 2.
- ④ PUBES: 2d6 REVEALS A 3 - DOUBLING MY BASE STATS (NOW +2 NUTS & +2 FEETS), AND GIVING ME CHINCHILLA-ESQUE FEATURES (COULD BE WORSE, I COULD'VE BEEN THE SEA CUKE).
- ⑤ AND I START ON THE CHART CHART - 2d6 GIVES ME A 1 AND A 1 -- CLOWN COLLEGE (A) THE COST OF CLOWN COLLEGE IS 1, AND SINCE I KNOW THAT I CAN GET SOME PRETTY COOL SHIT THERE, I WON'T PAY TO JUMP CHARTS.
- ⑥ MY KUDOS ARE NOW AT 24. FOR CLOWN COLLEGE I ROLL 2d6 AND GET AN 8 -- DOLT LIEUTENANT COMEDIAN, AN ASSASSIN WITH THE PENNWISE SKILL CLUSTER AT 4. IT SAYS GO TO M (CRIME). I HAVE NO PROBLEM WITH THAT.
- ⑦ KUDOS: 23, AS CRIME COSTS 1. 2d6 GIVES ME 10 - THE HARDWARE HOSTAGE. IT GIVES ME 7000 CHITS, BUT +1 TO THE GUMP ROLLS I WILL HAVE TO MAKE LATER. GO TO G (STAT GAIN) - OH, SURE.
- ⑧ KUDOS: 22, STAT GAIN COSTS 1. 2d6 ON STAT GAIN ENDS UP IN THE HAM DEPRIVATION COMMERCIAL FEST. MY EYES CANNOT CLOSE, AND I GET +5 (!!) ON FEETS, NOW TOTALING 7. IT SAYS GO TO GG (CAFFINATED), AND I HAPPILY OBLIGE.
- ⑨ KUDOS: 21, CAFFINATED COSTS 1. A 1d6, 3, AND I'M DRINKIN' LIGHT (+1 NUTS PERMANENTLY, +1 TO ALL STATS FOR 1 hr AFTER BREAKFAST). SHALL I GO TO EE (Religious Epiphany)? DAMN STRAIGHT!
- ⑩ KUDOS: 20 - Religious Epiphany costs 1. A ROLL OF G GETS ME 'GOD'S WALLET' - INFINITE CASH! GO TO E? THE GALACTIC SHOPPING NETWORK? ALL FOR IT!
- ⑪ KUDOS: 19 - GSN COSTS 1. 2d6 = FAUX DIAMONDEYES, 1000 CHITS. Whompdie-fuckin'-do. Already got GODS' WALLET. And then it tells me to go to R - BAD MONKEY. Nooooooo chance. I PAY THE 2 KUDOS TO GO TO THE CHART CHART.
- ⑫ THE CHART CHART ROLL IS 4/1 = S. Good Monkey. That's better.
- ⑬ KUDOS: 16, Good Monkey costs 1. The Roll: S -- SPANKED. +2 FTS (NOW TOTALING: 9). IT TELLS ME TO GO TO B, Generally Bad Choices. I acquiesce, to add character.
- ⑭ KUDOS: 16, Generally bad choices is FREE. 2d6 = HAMARAMA. YEA. WHAT WAS I THINKIN'? GO TO W? YES INDEEDY.
- ⑮ KUDOS: 15, AYCE costs 1. The Roll: G! 10 points to put into any skills I already have. Do I wish to go to L? H&L? NOT BLOODY LIKELY!
- ⑯ BACK TO THE CHART CHART FOR 2 KUDOS.
- ⑰ THE CHART CHART RESULT: 4/5 = W, All you can Eat again.
- ⑱ KUDOS: 12, AYCE costs 1. 1 to G ends with A SIX AGAIN!!! THIS TOTALS 20 FOR EXTRA skill points.
- ⑲ BUT TO AVOID H&L AGAIN, I MUST SHELL OUT ANOTHER COUPLE A KUDOS ON THE CHART CHART.
- ⑳ THE CHART CHART ROLL IS G/G - Almond Joy. A subsequent roll of 3 shows that I do indeed feel like a nut. +3 NUTS, BACK TO THE CHART CHART.



- (19) The chart CHARTAGAIN. $3/1 = M$ (Crime). Sounds good to me.
- (20) KUDOS: 9, though Almond Joy cost nothing, Crime is 1. Roll 2d6 comes out to be Starlight Express Jayride (4), and I pick up the REFLECTIVE Body Armor, and the skill Roller skate: at 4. It asks me to go to the GSNetwork, and I give it a firm kick in the shins: I spent 4 KUDOS to switch to a specific chart, NIGHT SCHOOL, since I feel I need skills. Bringing me down to 5: I MUST MAKE A Gump roll (at +1 from before) -- a 4 or under.
- (21) THE GUMP: A 5. unsuccessful. I get a free ticket to the HOL chart. But I could still roll a 10! All hope is not yet lost!
- (22) THE HOL CHART: The Roll, a 3, fucks me solid. +1 KUDO FOR MY TROUBLE. THANKS. I'LL SEE MYSELF TO THE DOOR.

I'M OFF THE CHARTS AND HIGH ON LIFE. WHAT'VE I GOT? WELL SINCE MY OTHER STATS BLOW, I'M GOING TO DUMP the rest of my KUDOS into raising them: It seems I'm staying true to the SNEAKINESS of my totem, so I decide to UP MY GREYMATTA by 4 to represent my spy-like guile. 1 point goes into MEAT, so I don't get broiled in the 1st 3 seconds of the game.

Now I have the Pennywise skill cluster and 20 EXTRA Skill points.

I take the following:

- SHOE KATA: 6
- RUN IN BIG SHOES: 4
- SHOOTIN KINDA SMALL GUNS EXPERTLY: 6
- KNIFESHOW: 4

And that's pretty much it as far as stats go, so I take this heap o' junk to my Holmeister -- who, at this point, happens to be me, and you can rest assured that I'm a fair and even minded guy -- and start in on smoothing this guy together.

As to equipment, Again I talk to my self and hold my hand as I go shopping in the back of the book with a credit card that has, well, let's say, a very high limit.

Uh, that works. Enjoy. I'm goin for that Coffee.



CHIMI CHINGA AKA Kiki the Rat-Childe

GREYMATTA: 4

MEATS: 1

NUTS: 6

MOUTH: 0

FEETS: 7

SPECIAL ABILITIES:

HAIR FALLS OUT UNDER WATER, HUNCHBACK, DOESN'T SHOWER, LOOKS SUSPICIOUSLY LIKE A CHINCHILLA. OH, DO YOU MEAN GOOD STUFF? GODS CREDIT CARD. ALSO, LIGHT COFFEE RULES APPLY.

OLDNESS: LONGER THAN HE EVER HAD RIGHT TO.

SEX: AS MUCH AS POSSIBLE WITH A CHINCHILLA HEAD.

TOTAL ARMOR: 3 REFLECTIVE BODYSUIT.

SKILLS

ORGANIZE FUNDRAISER: 2

Roller skating: 4

PENNYWISE CLUSTER SKILLS

SHOE KATA: 6

RUN IN BIG SHOES: 4

SHOOTIN KINDA SMALL GUNS EXPERTLY: 6

KNIFESHOW: 4

EQUIPSTUFF

LARGE BODY SIZED BOWL OF DUST.

BIG BOPPER TISSUE GROWTH ACCELERATOR: A/D 17/2

WIEGHTED SHOES

RED CHINCHILLA NOSE

Fun Fact: OWNS A LLAMARAMA NEAR YOU.



A. CLOWN COLLEGE (1)

YOU LOSE - WHILE ATTEMPTING TO ENROLL IN CLOWN COLLEGE, YOU ARE STOPPED AT FREAK SHOW, THE FIRST MOON OF BIGTOP II, IT COSTS YOU A CHIT TO PENETRATE ITS SWIFT MYSTERIES, BUT IT WAS WORTH EVERY BIT TO WITNESS THE SECRET TRUTHS THAT LIE BEHIND THE STAINED LIME GREEN CURTAINS AND DUTTY BLANKETS. WHAT YOU GET: JACK SHIT, WHERE YOU GO: HH.

3 - YOU ARE JUDGED UNWORTHY BY THE ENIGMATIC DEAN OF CLOWN COLLEGE, BUT EVEN IN FAILURE, THIS DRUSH WITH GREATNESS HAS GAINED YOU MUCH, AND WHO KNOWS, THE CIRCUS MAY YET NEED ANOTHER BEARDED LADY OR RUBBER MAN. WHAT YOU GET: 3 NEW SKILL CLUSTERS (NON-CLOWN) AT 6. WHERE YOU GO: U.

4 - YOU ARE INITIATED INTO THE CIRCLE OF THE MINI UNICLON AND YOU LEARN THE ARTS OF BACKPEDALING AND HOW TO BE LIGHTEARTEDLY GOOFY WITH A TEGMY BIKE SEAT CRAMMED TIGHT YOUR CHEEKS. WHAT YOU GET: CLARABELLE SKILL CLUSTER AT 2. WHERE YOU GO: H.

5 - MANY ARE THE SECRET WAYS OF THE CLOWN. HOW TO MAKE CHILDREN LAUGH. HOW TO JUGGLE SMALL OBJECTS FOR THE DELIGHT OF THE MASSES, HOW TO KILL A MAN INSTANTLY SO THAT EVEN WHILE HIS LIFE'S BLOOD FLOWS BLACK OVER YOUR CLEAN SILVER BLADE IN THE AUTUMN MOONLIGHT, NO ONE WILL HEAR HIS PITIFUL WHISPER AS HIS ESSENCE SEEPS INTO THE THIRSTY EARTH. MANY ARE THE SECRET WAYS OF THE CLOWN. WHAT YOU GET: PENNYWISE SKILL CLUSTER AT 2. WHERE YOU GO: F.

6 - A CLOWN MUST BE PREPARED FOR ALL SITUATIONS, THIS ABOVE ALL IS THE SECRET OF HIS CRAFT - IMPROV. THE ART OF THE VAMP. WHAT YOU GET: BOZO SKILL CLUSTER AT 1. WHERE YOU GO: FF.

7 - YOU HAVE UNPARALELED SKILLS IN THE CLARIBELLIAN ARTS, AND THIS HAS NOT GONE UNNOTICED BY YOUR SUPERIORS. YOU ARE UPGRADED TO YOD-HOO SECOND CLASS, AND ARE INITIATED INTO THE HIGHER ENTICELLES OF MISDIRECTION, DIPLOMACY, AND LOOKING COOLER THAN AN ESKIMO WITH A PENGUIN SHOVED UP HIS ASS. WHAT YOU GET: CLARIBELLE SKILL CLUSTER AT 4. WHERE YOU GO: J.

8 - YOUR SKILLS AS A COMEDIAN HAVE ALREADY RESULTED IN THE DISAPPEARANCE OF MANY KEY GOVERNMENTAL OFFICIALS, WITH ONLY A STICKY COTTON CANDY RESIDUE LEFT AS A WARNING -- "SUCH IS THE FATE OF THE ENGINES OF THE BIG RED NOSE." YOU ARE PROMOTED TO THE RANK OF DOUT LIGHTENANT. CONGRATULATIONS. WHAT YOU GET: PENNYWISE SKILL CLUSTER AT 4. WHERE YOU GO: M.

9 - CLOWNSCHOOL LIFE IS LONG, CHALLENGING, AND NOT FOR THE WEAK OF HEART. THROUGHOUT THE ENDLESS NIGHTS, YOU HAVE MASTERED THE ARTS OF THE SPRITZER, THE PAINTED DOG, AND THE CONFETTI-BUCKET. PREFERING TO LEARN IT ALL RATHER THAN SPECIALIZE, YOU HAVE BECOME A TEACHER OF YOUR KIND. WHAT YOU GET: COMPREHENSIVUM THROUGH PUGILATION: 1, THE BOZO SKILL CLUSTER AT 2. WHERE YOU GO: O.

10 - A LITTLE SONG, A LITTLE DANCE, A LITTLE NAPALM IN YOUR PANTS. THIS IS THE TRADITION YOU HAVE SWORN TO UPHOLD AS YOU ARE BROUGHT INTO THE GRAND CIRCLE OF THE PRATFALL. HERE YOU ARE TAUGHT TO OMBINE YOUR SKILLS IN THE SERVICE OF THE NOSE. WHAT YOU GET: THE BOZO SKILL CLUSTER AT 2, THE CLARABELLE SKILL CLUSTER AT 6. WHERE YOU GO: S.

11 - YOUR EYES ARE OPENED TO THE NATURE OF THINGS, AND THE UNIVERSE IS SHOWN FOR WHAT IT TRULY IS -- A THREE RING CIRCUS OF MURDER, BETRAYAL, AND BAGGY PANTS; THE KNOWLEDGE WILL HAUNT YOU FOR THE REST OF YOUR DAYS. WHAT YOU GET: THE BOZO SKILL CLUSTER AT 2, THE PENNYWISE SKILL CLUSTER AT 6. WHERE YOU GO: JJ.

12 - THE AGED LEADER OF YOUR ORGANIZATION, J. EDGAR HOOTER, MAKES YOU HIS C7(+3DC) IN PERSONAL HEIR. NOT ONLY DOES THIS GIVE YOU UNKNOWNING INSIGHT INTO THE WACKY WORLD OF ESPIONAGE, BUT IT ALSO MAKES YOU THE C18(+3DC) ON EVERY RADICAL ORGANIZATION'S HIT LIST. ALL THE WORLD LOVES A CLOWN. WHAT YOU GET: ROLL TWICE MORE, IGNORING 12. WHERE YOU GO: FOLLOW SECOND ROLL.

B. GENERALLY BAD CHOICES (0)



YOU LOSE - REMEMBER IN GHOSTTRUSTERS WHEN EGON TRIED TO DRILL A HOLE IN HIS HEAD, SAYING "IT WOULD'VE WORKED IF YOU HADN'T STOPPED ME." WELL, NOBODY STOPPED YOU. WHAT YOU GET: -1 GREYMATTA, AND MEN CALL YOU "LEAKY." WHERE YOU GO: J.

3 - TOOK OUT A PERSONAL AD IN THE GALACTIC ENQUIRER, NOW THE ENQUIRER HAS YOUR NAME, ADDRESS, PERSONAL IDENTIFICATION #, AND MEASUREMENTS. THE AD WAS FREE, BUT THERE MAY YET BE A TIME WHEN THEY CALL ON YOU FOR A FAVOR. WHAT YOU GET: NOTHING. WHERE YOU GO: U.

4 - ANSWERED AN AD IN THE PERSONAL SECTION OF THE GALACTIC ENQUIRER -- THE 900 CALL COST YOU YOUR EVERY PAYCHECK FOR THE NEXT 4 YEARS, AND AS FOR THE 'PERSONAL ENCOUNTER', WELL, LET'S JUST SAY YOU HAVE A STRONG AVERSION TO CORNED BEEF, ALBINO'S, AND CEILING FANS, THAT WILL LAST A LIFETIME. WHAT YOU GET: ANY MONEY YOU GET FOR THE NEXT 4 CHARTS IS VOID. WHERE YOU GO: KK.

5 - HECKLED A CLOWN. AFTER 2 1/2 YEARS, YOUR LOVED ONES GAVE UP THE SEARCH. AS FOR SIBERIA, WELL, IT WAS COMPARATIVELY WARM FOR TWO OR THREE DAYS OUT OF THE YEAR. WHAT YOU GET: +1AU, BUT FROSTBITE CLAIMED YOUR TOES, -1 FEET. WHERE YOU GO: A.

6 - BRIEFS OVER BOXERS. WHAT YOU GET: -1 NUTS JUST ON PRINCIPLE. (WHERE YOU GO: EE.

7 - RENAIRED MEMBERSHIP AT NEBUCHADNETZAR'S GYM. WHAT YOU GET: +2 MEAT, -4 GREYMATTA, EAT GRASS AT 3. WHERE YOU GO: ii.

8 - GOT INTO A BAD MIME SHARING DEAL, AND NOW YOUR STUCK WITH HIM FOR 2 WEEKS OUT OF THE YEAR -- YOU BRAKE, YOU BUY; 15 THOUSAND CHITS. WHAT YOU GET: +1 MOUTH, 1 MME. WHERE YOU GO: E.

9 - SOLD THE NEXT 16 GENERATIONS OF YOUR FAMILY INTO INDEMNURED SERVITUDE TO FINANCE SILICON BRAIN IMPLANTS. SURE, YOUR HEAD'S BIGGER, BUT SOMEHOW, IT LOOKS FAKE. WHAT YOU GET: +2 GREYMATTA, -2 MEAT (POP). WHERE YOU GO: V.

10 - BOUGHT INTO LOCAL "LLAMARAMA" FRANCHISE. WHAT YOU GET: THE FIST ON TAXES EVERY YEAR. WHERE YOU GO: W.

11 - ATE AN ENTIRE PINT OF BEN JERRY'S "MAYONNAISE SWIRL" ON A DARE. ENSUING SICKNESS ROCKETS YOU INTO MEDICAL HISTORY AS THE FIRST VICTIM OF THE "INTESTINAL REBELLION." AFTER THE HARDFIGHT BATTLE'S SMOKE CLEARED, YOUR STOMACH STOOD VICTORIOUS, ASSUMING RULERSHIP OF YOUR BODY AND SOVEREIGNTY OVER YOUR ACTION FOR YOUR OWN GOOD.

12 - ONCE A POWERFUL NOBLEMAN, YOU ATTEMPTED TO REGENERATE INTEREST IN "EXTREME SKIING" BY STRAPPING UNDERFEED PEASANTS TO YOUR FEET AND HURTL DOWN THE BLACK DIAMOND TRAIL OF MOUNT RIPS AW. YOUR ACTIONS ARE WITNESSED BY AN APPALLED RUPERT AND HIS ENTourage BOTHERSOME TO PRONOUNCE CORRECTLY -- AND ARE LIMITED TO A STIPEND OF ONLY 1500 CHITS PER DAY, THAT RUTHLESS BASTARD! NOTE: IMPERIAL INSURANCE COMPANY REFUSES TO LET THE CONFEDERATION PAY A ROYAL STIPEND TO MEMBERS OF THE UPPER HIERARCHY IF THEY ARE IMPRISONED ON HELL. JUST A BAD RISK. WHAT YOU GET: THE CASH, SO QUIT YOUR BITCHIN'. WHERE YOU GO: T.



C. SPECIFICALLY BAD CHOICES (0)

YOU LOSE - DECIDE HOL WOULD BE A GREAT PLACE TO SCORE ON SPRING BREAK. WHAT YOU GET: THE SHAFT. WHERE YOU GO: L.

3 - CLAIMED YOUR WHOLE PLANET AS DEPENDANTS YOUR TAXES. WHAT YOU GET: +2 NUTS. WHERE YOU GO: R.

4 - SENT A STRIPPER-GRAM TO MORTY ON HIS BIRTHDAY. HE PREFERS FRUITCAKE. WHAT YOU GET: MANOEUVRE SKILL CLUSTER AT 4. WHERE YOU GO: X.

5 - WENT AS EMPORER RUPERT III TO RUPERT II'S CORONATION BALL. ENSUING IMPERIAL HEART ATTACK AND ITS CAUSE NOT OVERLOOKED BY GUESTS. PROMPTLY PLAYED. WHAT YOU GET: -2 MEAT, WHERE YOU GO: H.

6 - MADE PRANK CALLS TO S.N.E.E. IMPERIAL PALACE ON OGNOM, CAUSING SWIFT RETRIBUTION FROM PRINCE "ALBERT" DRATSBG YBBARC, CLAIMING 10 WORDS BEFORE THE CALL IS TRACED BACK TO YOU. WHAT YOU GET: VOICE BOX REMOVED, MOUTH = 2 UNTIL REPAIRED. WHERE YOU GO: Q.

7 - CAUGHT CHANNEL SURFING DURING THE PAPAL ADDRESS, IN ITSELF HARMLESS, BUT YOUR REMOTE HAPPENED TO BE TUNED TO THE SAME FREQUENCY AS THE IMPERIAL SATELLITE RELAY FOR YOUR SECTOR. WHAT YOU GET: TECH SKILL CLUSTER AT 2. WHERE YOU GO: P.

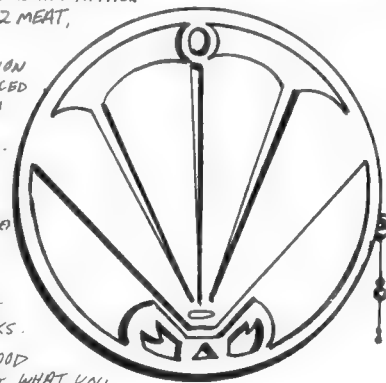
8 - IT JUST OCCURRED TO YOU ONE DAY THAT EXPERIENCE BOOTLEGGING, UNSTABLE EXPLOSIVE ENZYME FRIENDS AND INFLUENCE PEOPLE SKILL CLUSTER AT 1. WHERE YOU GO: CC.

9 - YOU HAVE THE POOR JUDGEMENT TO BE BORN WITH THE SAME USER-RAGE BLOOD TYPE AS EMPORER RUPERT AND ARE ENDLESSLY SOUGHT AFTER TO BECOME PART OF THE IMPERIAL BLOOD HAREM. A BURGUNDY CAGE IS STILL A CAGE NO MATTER WHAT THE PERKS. WHAT YOU GET: +1 FEET. WHERE YOU GO: H.

10 - WHILE UNLATCHING AT PLUMMER'S RIFT, YOU PITCH A CHIT INTO THE MASSIVE CANYON FOR GOOD LUCK, AND MILES BELOW, IT DRIVES STRAIGHT THROUGH THE SKULL OF A VISITING DIGNITARY. WHAT YOU GET: FAR COMBAT SKILL CLUSTER AT 2. WHERE YOU GO: W.

11 - WHILE ATTEMPTING TO REPAIR THE STRANGE SQUEEING FROM THE BACK OF YOUR TRINITY RADMASTER MICROWAVE, YOU ACCIDENTALLY EXPOSE YOURSELF TO THE UNSHIELDED CORE. WHAT YOU GET: +1 MEAT, WHERE YOU GO: ii.

12 - YOU NEVER ONCE INVITED HIM TO YOUR HOUSE FOR A CUP OF COFFEE. NEVER DID YOU ASK HIM FOR ADVICE. AND NOW, ON THE OCCASION OF HIS DAUGHTERS WEDDING, YOU GAVE HIM THE WET WILLIE IN A DRUNKEN STUPOR. WHAT YOU GET: AN OFFER YOU CAN'T REFUSE, AND MAKING FRIENDS AND INFLUENCING PEOPLE SKILL CLUSTER AT 4. WHERE YOU GO: U.



D. MENTOR (1)

- 1 - WHILE PROSPECTING FOR CHROME IN THE ASTEROIDS OF RUBE II, YOU WERE TAKEN IN BY AN OLD COWBOY NAMED "DUSTY" WHO TAUGHT YOU THE TRUE MEANING OF JUSTICE. WHAT YOU GET: "THE 7TH BULLET IS FOR EVIL," EVERY OTHER ROUND YOU MAY SHOOT TWICE. WHERE YOU GO: J.
- 2 - WHILE SEARCHING FOR LOVE IN THE FUR-LINED BARS OF DUCT TAPE III, YOU MEET AND BEFRIEND AN AGED MONGOLIAN IN AN OUL SUIT WHO IMPARTS TO YOU THE SECRETS OF NIMH JITSU. WHAT YOU GET: "NIMH JITSU": 2 (A COMBINATION OF PONDEROUS RHE TORIL AND P.B. LEE SHIT). WHERE YOU GO: AA.
- 3 - WHILE ON THE TRAIL OF THE ELUSIVE, NIGHTMYTHICAL, BAG OF HONEY ROASTED CORNNUTS, YOU FALL UNDER THE TUTILAGE OF SPRITZ THE CLOWN, WHO TEACHES YOU THE TRUE MEANING OF VELVET PAINTING. WHAT YOU GET: → WHERE YOU GO: A.
- 4 - WHILE TAKING READINGS OFF A ROGUE SINGULARITY THAT WAS SHACKED UP IN A TENEMENT OUTSIDE OF TULSA, YOU WERE SWEPT UP BY A FRIENDLY SUPERENTITY WHO HAD STOPPED BY TO BORROW A GARLIC PRESS. AND NOT ONLY DID HE COOK UP A MEAN POT O' RAGU, HE TAUGHT YOU THE TRUE MEANING OF THE UNIVERSE. NOT WORTH ALL THE HOOPLA, OVERALL, BUT YOU DO PICK UP SOME HANDY POINTERS. WHAT YOU GET: IMMUNITY TO ALL VIRUSES AND NANORGES, BUNT CAKE RECIFE. WHERE YOU GO: EE.
- 5 - IN TAKING A GOOD HONEST STAB AT TRYING TO FIGURE OUT EXACTLY WHY I IN 3 GAME DESIGNERS ARE OBSESSED WITH THE COMEDIC VALUE OF THE WORD "MONKEY," YOU ARE NOTICED BY A KIND HEARTED GORILLA NAMED "BRUCE" WHO SHOWS YOU THE TRUE MEANING OF WAMAMHOOD. AS A SIDE EFFECT OF HIS AFFECTION, YOU GET 2 FREE ROLLS ON GOOD MONKEY, ONE OF WHICH IS SPENT ON YOUR TRIP THERE -- GO TO S.
- 6 - WHILE EVIDENCING UNSEEN TALENTS AS A SCIENTIST IN PURSUIT OF THE HIDDEN TALENTS ALL MEN HAVE, YOU WERE BOMBARDED BY MILLIONS OF ERGS WORTH OF MUTAGENIC RADIATION TH. TAUGHT YOU THE TRUE MEANING OF PERSONAL GROWTH. WHAT YOU GET: EACH MORNING, ROLL 1 D6 - 2 & ADD THE RESULT TO YOUR MEAT FOR THE DAY. WHERE YOU GO: BB.

F. SOAP OPERA (0)

- YOU HAVE NOT ONE, BUT AN ENTIRE CADRE OF EVIL TWINS WHO'S SOLE PURPOSE IS TO MAKE YOUR LIFE A LIVING HELL. WHAT YOU GET: THE PIPE FROM THE HYM ANY TIME HE PLEASES. WHERE YOU GO: X.
- 2 - YOU WERE TAKEN BY SPACE ALIENS, BUT NO ONE BELIEVES YOU. EVERY MONTH, YOU ARE TAKEN, TORTURED, AND TAGGED BY AN UNKNOWN RACE OF TREMENDOUSLY TALL BEINGS WHO MAKE YOU EAT THEIR COOKIES. WHAT YOU GET: 1 WOUND IS HEALED FOR EVERY BAG OF COOKIES YOU EAT. WHERE YOU GO: V.
- 3 - NO MATTER HOW MANY TIMES YOU APPEAR TO BE DEAD, YOU KEEP COMING BACK AS ANOTHER ACTOR. WHENEVER YOU ARE KILLED, YOU COME BACK WITHIN ONE MONTH (6 D6 DAYS), WITH SLIGHTLY DIFFERENT STATS (ROLL ONE DIE FOR EACH STAT, 1 = -1, 6 = +1). GO TO: CC.
- 4 - MISTAKEN FOR ROYALTY. YOU LOOK JUST LIKE (1 D6) 1. MORTY 2. RUPERT 3. BIG STEVE 4. MAMMOTH 5. ELVIS 6. RANDY FOSTUS GLOBTANGLER (YOU HAVE A FEZ-LIKE TUMOR IN THE MIDDLE OF YOUR HEAD). WHERE YOU GO: Q.
- 5 - STRIKE OIL! BUT, AS NO ONE USES IT ANYMORE, IT COSTS YOUR ENTIRE FAMILY FORTUNE TO CLEAN THE MESS UP. WHAT YOU GET: 100% ZILCH, NO MATTER HOW MUCH YOU ACCRUE DURING GENERATION, YOU START BROKE. WHERE YOU GO: HH.
- 6 - ROYAL BLOOD RUNS THROUGH YOUR VEINS, YOU'RE SURE OF IT! AND ALTHOUGH THIS MEANS YOUR THE PRODUCT OF CENTURIES OF INBREEDING (-1 MEAT) YOU MAY YET BE THE HEIR TO THE EMPIRE ITSELF WHERE YOU GO: H.



E. GALACTIC SHOPPING NETWORK (1)

- 2 - BAG OF WOODEN NICKLES - GO TO GG.
- 3 - FAUX DIAMONELLES 1000 CHITS/GROBS. GO TO R.
- 4 - MOTHER OF PEARL '5000 CHITS. GO TO N.
- 5 - TREKSTAR PLATE SET, LIMITED EDITION. GOES UP 100 CHITS IN VALUE EVERY GAME SESSION. ^{GO TO HH}
- 6 - JET PACK, AND A DAMN NIFTY ONE AT THAT -- FLASH ROGERS '000H. GO TO I.
- 7 - REAL IMITATION VIBRO WEAPON (A/D 15'/3). GO TO O.
- 8 - EQUIPMENT - YOU HAVE MANAGED SOMEHOW TO SMUGGLE A FEW CHOICE BITS OF SURVIVAL GEAR ONTO HOL, YOU PARAGON OF SNEAKY CITY. ROLL 1 D6 AND WORK OUT THAT # WITH YOUR HM. GO TO B.
- 9 - GUNS, GUNS, GUNS!!! HM'S CHOICE OF WEAPON, SO GET THAT PALM GREASE GOIN'. GO TO C.
- 10 - YIPPEE, ARMOR! NOW I CAN STEP OUT ONTO MY PORCH TO RETRIEVE THE PAPER. ROLL 2 D6 - 2 TO FIGURE OUT THE AV. CONSULT YOUR H.M. ABOUT ANY SPECIAL ABILITIES, AND THAT PAINFULL RASH. GO TO D.
- 11 - YOUR CHOICE OF 1 NON-UNIQUE PIECE OF EQUIPMENT FROM THE EQUIPMENT SECTION. GO TO DD.
- 12 - STAKSHIP - YES, YOU HEARD ME. GET YOUR TONGUE OFF THE FLOOR. IF YOU ARE INCARCERATED ON HOL, YOUR BELOVED SHIP IS IMPOUNDED ON CANADA. IF NOT, CONGRATS! SHE'S A BEAUTY (OR A SHITBOX, -HMS FREE). JUMP - SLUGS NOT INCLUDED. GO TO N.

G. STAT GAIN (1)

- YOU LOSE - TELEPORTATION IS AN INEXACT SCIENCE AT BEST, AND NO ONE KNOWS THIS MORE THAN YOU AND YOU. THAT'S RIGHT, YOU HAVE BEEN SPLIT INTO TWO IDENTICAL TWINS. AT THE END OF YOUR GENERATION, DIVIDE ALL POSITIVE STATS IN TWO, ROUND UP (EACH CHARACTER HAS ONLY 10 WOUNDS) - DIVIDE NEVER BE MORE THAN 20" AWAY OR THEY PASS OUT. GO TO F.
- 3 - YOU WERE ALWAYS A SMALL CHILD UNTIL ONE NIGHT AFTER EATING A BUREAU OLD CARTON OF GENERAL GAU'S CHICKEN, YOU WERE VISITED BY THE SPIRIT OF JOE CARER IN THE ENTERTAINMENT INDUSTRY, AND STARTED THE FIRST EPISCOPEAN CHURCH. WHAT YOU GET: +1-6 MT. WHERE YOU GO: R.
- 4 - HOW MANY YEARS HAD IT BEEN? HOW MANY WORLDS HAD THEY DECIMATED BEFORE YOU FINALLY LOST THE HEART, THE SOUL TO CONTINUE RUNNING? OH, GOD, THE HORRORS THEY COMMITTED IN THEIR UNHOLY QUEST, AND THE COOKIES... THE COOKIES. YES, YOU'D BOUGHT THEM AT LAST... YOU WERE JUST SO TIRED... AND WHEN IT WAS OVER, THE SALSBURY SCOUT COOKIE DRIVE STEAMED PAST YOU, SEARCHING FOR ANOTHER, SLOWLY VICTIM, LEAVING YOU WITH BATTLE HARDENED REFLEXES AND A SMALL MOON WORTH OF CARAMEL ROUNDIES. WHAT YOU GET: +1-6 FEET. WHERE YOU GO: P.
- 5 - BALLS OF STEEL REINFORCED CONCRETE STUDDED WITH METALIC RIVETS OVER AN ADAMITE CORE LINED WITH PURE SELIENIUM. THAT WAS YOUR NICKNAME ALL THROUGH KINDERGARTEN. ALL YOUR LIFE YOU'VE STRIVED TO BE THAT BRAVE AGAIN. BUT THE CLOSEST YOU EVER GOT WAS WHEN THE GUYS IN THE MOTOR POOL CALLED YOU "LIGNUTS." KEEP AT IT. WHAT YOU GET: +1-6 NUTS. WHERE YOU GO: FF.
- 6 - IN A MAD FEVER CRAZE BROUGHT ON BY HAM DEPRIVATION, YOU STAYED UP AND WATCHED THE ENTIRE COLLECTED TAPES OF "THOSE WHACKY COMMERCIALS" - THE LAST 1000 YEARS IN ENLIGHTENING DECADE WAS NEVER SPEN. WHAT YOU GET: +1-6 GEEYMATTA. WHERE YOU GO: GG.

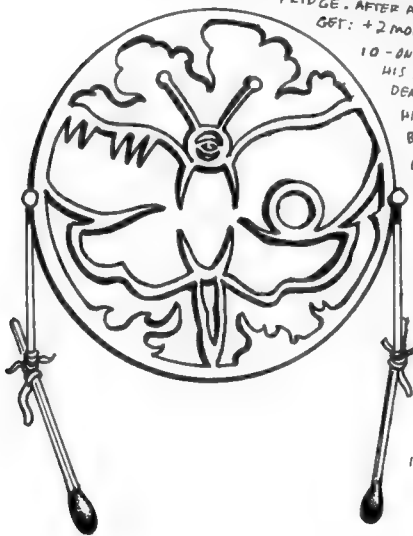
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STAT GAIN, CONT. SORRY 'BOUT THIS. I HAVE THE LAYOUT ABILITY OF A ROGUE COLUMBIAN PACK MULE.

- 7 - KIDNAPPED BY THE ALL NIGHTERS GANG, WHO REPLACED YOUR LARYNX ONE CLONED FROM THE DNA MATRIX OF THEIR HERO, GILBERT GOTTFRIED, OH, THE SENSELESS VIOLENCE, THE HUM...
...ANITY! WHAT YOU GET: +1d6 MOUTH, SCREAMING UNINTELLIGABLY TILL YOU GET WHAT YOU WANT: 4). WHERE YOU GO: KK.
- 8 - WHO NEEDS HARD WORK WHEN YOU HAVE METABOLIC STEROIDS, YEAH! WHAT YOU GET: +2d6 MEAT, WHERE YOU GO: ii.
- 9 - "IF YOU CAN CATCH THAT CHICKEN, YOU'LL BE GREASED LIGHTNIN', ROCKO!" ROCKO HEARD, BUT HE WASN'T THE ONE WEARING THE CHICKEN SUIT, NOW WAS HE? WHAT YOU GET: +2d6 FT. WHERE YOU GO: I.
- 10 - IN AN ATTEMPT TO PULL YOUR WORTHLESS LIFE OUT OF THE GUTTER, YOU HAVE A SMALL TRANSMITTER IMPLANTED DIRECTLY INTO YOUR CEREBRAL CORTEX, BROADCASTING KEN BRANAUGH'S SAINT CRISPIN'S DAY SPEECH FROM HENRY IV. AND ALTHOUGH SLIGHTLY DISTRACTING, WHILE IT PLAYS, YOU MAY CONSIDER YOUR LOINS GIRDED. WHAT YOU GET: +2d6 NUTS. WHERE YOU GO: H.
- 11 - LICK THAT MONOLITH, ARTHUR. +2 d6 GREYMATTA, GO TO EE.
- 12 - AN ANGEL WEARING A BLUE JUMPSUIT AND A NAME TAG THAT SAYS "HELLO, MY NAME IS RAMEL" SHOWS UP AT YOUR DOOR WITH A CLIPBOARD, AND APOLOGIES FOR THE LATE DELIVERY. "HOPE IT WASN'T ANY INCONVENIENCE... SIGN HERE." WHAT YOU GET: 1d6 + 6 DIVIDED INTO YOUR STATS AS YOU SEE FIT. WHERE YOU GO: EE.

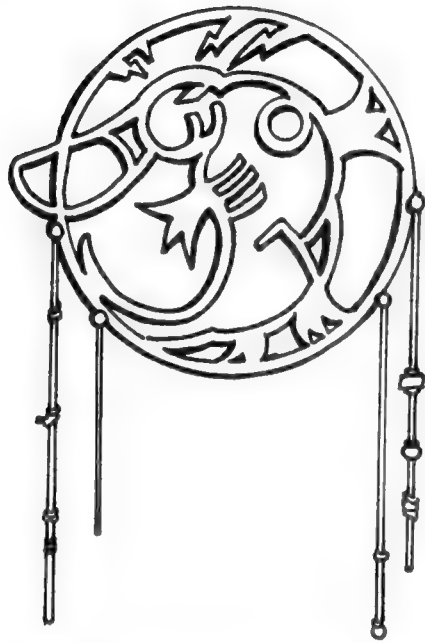
H. LOINIAGE (1)

- YOU LOSE - EVER SINCE YOU'RE 7TH COUSIN, WHEN BUT AN INFANT, WAS SWADDLED IN BARBED WIRE AND SHOT INTO THE SUN. YOUR FAMILY HAS FALLEN OUT OF FAVOR AT COURT. AND THOUGH YOUR BLOOD IS ROYAL, IT'S BEST NOT TO MENTION IT. WHAT YOU GET: DISINVITED TO ALL GREETINGS, SACRILEGIOUS COLLISIONS, AND LATE NIGHT TRIPS TO DENNIS. WHERE YOU GO: JJ.
- 3 - BORN THE SON OF A LOWLY SHARECROPPER, WHAT YOU GET: TAKE IT LIKE A MAN SKILL CLUSTER AT 4. GO TO X.
- 4 - SON OF A BITCH. GO TO P.
- 5 - TRACING YOUR ANCESTRY TO IT'S ROOTS FOR THE LAST TWO DECADES, YOU HAVE CONSULTED IMPERIAL RECORDS, DNA ANALYSIS, HYPNOSIS, PAST LIFE REGRESSION, AND, TO THE BEST OF YOUR KNOWLEDGE, YOU ARE IN FACT, YOUR OWN GRAMPA. WHERE YOU GO: P. OH YEAH, -1 NUTS, TOO.
- 6 - BORN INTO THE MEDIA -- MAW AT PAW ARE BOTH ANCHORS FOR THE LOCAL IMPERIAL NEWS RELAY. AS A CHILD, YOU WERE BED IN TREACHERY, NURSED IN DIPLOMACY, AND LULLED TO SLEEP IN HYPOCRACY -- SOON A STAKE YOURSELF. WHAT YOU GET: MAKE FRIENDS AND INFLUENCE PEOPLE SKILL CLUSTER AT 4. WHERE YOU GO: M. MOUTH +2.
- 7 - YOU ARE SEWN TOGETHER FROM THE DISREGARDED SKINS OF FLIGHTLESS WATERFOWL, AND THOUGH VAGUELY MAN-SHAPED, YOU SUFFER SLIGHTLY FROM "SOCIAL DISCOMFORT," ALQ "TURN YOUR BEAK AND CAUGH, PUFFIN BOY." - BUT YOU HARDLY MIND, FOR NOT ONLY CAN YOU SURVIVE IN SUB-ZERO TEMPERATURES, BUT YOU CAN ALSO SWIM LIKE A RHINAWAY MARLOW BRANDO ON A LARD LACED SLIP AND SLIDE. WHAT YOU GET: +1 MEAT, WHERE YOU GO: G.
- 8 - YOU ARE HEIR TO THE VAST SLACKS DYNASTY. A ONCE ALL POWERFUL REGIME BASED ON THE BEN PRINCIPLE THAT AT LONG AS YOU ARE WEARING COMFORTABLE PANTS, EVERYTHING ELSE CAN BE NEGOTIATED. THE CLAN HAS FALLEN ON HARD TIMES, THOUGH (NAMELY, BEING DEPOSED BY RUPERT I'S BEGINNING IMPERIALISM, AND A SUBSEQUENT, AND VIOLENT SWING TOWARDS SWEATS). A ONCE MIGHTY AND BENEVOLENT COLLECTIVE IS NOW LITTLE MORE THAN A BUNCH OF BALDING, FAT GUY NAMED MURRAY HEMMING AND HAWING ABOUT THE GLORY DAYS OF THE IN-SEAM. WHAT YOU GET: +1 MEAT, AND ARMOR IS 1/2 PRICE. WHERE YOU GO: E.
- 9 - YOU WERE A GRAPE, PREMATURELY FALLEN FROM THE BUNCH. YOUR FIRST MEMORY IS OF THE FLOOR -- YOU HIT HARD AND ROLLED UNDER THE FRIDGE. AFTER ABOUT A MONTH YOU GOT BORED AND EVOLVED. ALTERNATELY, YOU'RE A GRAPEFRUIT. WHAT YOU GET: +2 MOUTH, +1 FT, BOGUSLY SMALL MODIFIER WHEN ATTACKED. WHERE YOU GO: K.
- 10 - ON THE WEEK OF MARCH 0 (-7) 716 AR, OFFICIALLY KNOWN IN CHURCH DOCTRINE AS HIS HOLINESS' WEEK-LONG BENDER, "AN INCIDENT THAT NEVER OCCURRED UNDER PENALTY OF DEATH (UP TO AND INCLUDING HAVING THE ENTIRE 6 1/2 DAYS REMOVED FROM THE CALENDAR) BAUGERS, SELL A JAR OF HIS SPERM TO AN ETHERIAL PASSING GYPSY, WHO, IF SHE DID EXIST, WHICH SHE DOESN'T, WOULD BE KNOWN AS "MARTHA WHO WE HAD EXCOMMUNICATED AND COMPRESSED INTO HER OWN PERSONAL IMPERSONATION OF A DWARF STAR." HER REMAINS WERE FURTHERMORE NEVER PASSED OFF TO RUPERT AS THE LEGENDARY LOST GALL STONE OF JOHN THE BAPTIST IN EXCHANGE FOR SUFFRANCE (AER-VEAT, YOU ARE WITHOUT A DOUBT, AND BY IMPERIAL DECREE, NOT AN ARTIFICIALLY INSEMINATED, TEST-TUBE, SACKED BASTARD. CHURCH OFFICIALS WILL GO TO GREAT LENGTHS OF BELIEFOSITY AND ABJECT CRUELTY TO MAKE SURE THAT YOU'RE CLEAR ON THIS. GO TO T.
- 11 - 7TH SON OF 7TH SON OF THE SEVEN SONS OF DOUG HENNING'S 777TH DEFENDANT, AND EVERYTHING IS POSSIBLE IN YOUR WORLD OF ILLUSION. WHAT YOU GET: ONCE PER GAME YOU MAY USE 1 GOG POINT TO CHASE ONE SPECIFIC, NON VIOLENT, HIPPY-ESQUE EFFECT. WHERE YOU GO: BB
- 12 - SON OF ZEUS -- +2 MEAT, +1 FEET, +1 NUTS, -1 GREYMATTA, POSTURING SKILL CLUSTER AT 6. WHERE YOU GO: KK.



I. SPECIAL TRAINING (1)

1. JUDGED INCOURAGABLE AT AGE 4 BECAUSE YOU MADE LITTLE CHRISTMAS TREE & BUNNYS OUT OF THE DOGS ON YOUR GSATS (COSMETIC SUBMISSION TO AUTHORITY TEST) YOU WERE TAKEN FROM YOUR PARENTS AND SPENT THE NEXT 20 YEARS IN THE BASEMENT OF A LOCAL ZOO IN A CAGE LABELED "CREATIVE INDIVIDUAL, PLEASE DON'T FEED THE FREAK." HERE YOU LEARN THE INVALUABLE SKILLS OF COCK-ROACH TRAINING: 4, AND WHINING TILL SOMEONE FILLS YOUR WATER DISH: 6, +1 MOUTH. WHERE YOU GO: R.
- 2 - WHILE FILLING SOME FREAK'S WATER DISH, YOU ARE CAUGHT IN A MASSIVE ZOO UPRISING -- THERE WERE FREEBIE THINKERS, QUANTUM PHYSICISTS, AND USED CAR SALES MEN EVERYWHERE. IN THE MOMENTS BEFORE YOU BEAT THEM BACK INTO SUBMISSION, THEY TAUGHT YOU TO OPEN UP WITH YOUR FEELINGS, YOU HAD GAINED ENLIGHTENMENT, AND A NEW CAR! WHAT YOU GET: MAKE SOMEONE STOP THINKING WITH YOUR FIST: 2, POETRY & CLASSICS: 3, +1 GREYMATTA, CHEVY NOVA. WHERE YOU GO: O.
- 3 - WHILE VACATIONING ON CORINTHIAN II, THE LEATHER PLANET, YOU ARE RECRUITED BY ANGRY NOVA, AN INTERSTELLAR VIGILANTE ROAD GANG AND TRAVEL FROM SYSTEM TO SYSTEM, DISPENSING THEIR OWN BRAND OF FUEL-INJECTED JUSTICE. WHAT YOU GET: PILOT CLUSTER AT 4, SEEK THE GUILTY: 3, +1 FEET. WHERE YOU GO: M.
- 4 - FEELING GUILTY ABOUT THE LAWLESS VIGILANTISM OF YOUR PAST, YOU WANDER THE UNIVERSE IN SEARCH OF TRUTH. IN SUCH AN IMPRESSIONABLE STATE, IT'S NO WONDER THE CULTISTS GOT YOU. 2 MONTHS LATER, YOU'RE OUT AT THE SPACEPORT, A HEAD-SHAVED, TOGA-WEARING FANATIC, PRICING DOWN LUXURY STARKLINERS FOR THE UPC. WHAT YOU GET: UPC PRICING GUN, UPC ARMOR, MAKING FRIENDS AND INFLUENCING PEOPLE SKILL CLUSTER: 6, +1 NUTS. WHERE YOU GO: EE.
- 5 - WHEN THE ARMORED TROOPS CAME TO TAKE YOU AWAY FOR THEFT, LARCENY, AND 16 VIOLATIONS OF THE TGA CODE, YOU RESISTED, BUT TO NO AVAIL. YOU ARE CONVICTED OVER DONUTS ON THE WAY DOWNTOWN. THE TASTE OF "BLUEBERRY CAKE" STILL ON YOUR LIPS, YOU ARE TOSSED INTO PRISON WHERE YOU FALL IN WITH THE MOST RUTHLESS AND NASTY BAND OF CTH GRABBERS EVER TO STEAL A MAN UP UPAST THEIR BEDTIME, THE SALSBURY CELL CLUSTER AT 5, CLOSE COMBAT AT 4, WHAT YOU GET: +1 MEAT, THE SALSBURY CELL CLUSTER AT 5, SALSBUURY UTILITY KNIFE. WHERE YOU GO: P.
- 6 - FOR YEARS YOU SEARCHED THE SKY FOR ANY SIGN OF THEM, THEIR TALL WATER SHIPS FLOAT ON GOSCAMER WINGS OF POWDERED SUGAR AND CANDY STRIPES, WAITING FOR ANY SIGN OF THE VISITORS YOU HAD AS A BOY, WHO SHOWED YOU THE MEANING OF HONOR, BEAUTY, AND MILK CHOCOLATE CHIPS. WHEN YOU HAD ALL BUT GIVEN UP YOUR VIGIL, A TREE-SHAPED VESSEL WITH LEAVES OF MINT AND BRANCHES OF PURE CINNEMON DESCENDED SILENTLY FROM THE ENDLESS NIGHT SKY. BUT THIS TIME IT WAS DIFFERENT; THIS TIME THEY CAME PREPARED FOR WAR. GONE WAS THE COMFORT OF THEIR ELFIN BUTTER-FLAVORED MAGIC, AND IN ITS PLACE WAS AN ANGER AS LETHAL AND VIOLENT AS RED DYE #5. THEY WOULD NEED AGENTS TO COMPLETE THEIR UNCEAVERED PLANS, DOUBLE AGENTS; SUGAR COOKIE ON THE OUTSIDE, BUT WITH AN UNDERBELLY OF PURE, FUDGY HATRED. WHAT YOU GET: -1 MEAT, +1 FEET, AND ALL COMBAT SKILL CLUSTERS AT 3. GO TO AA.



J. TECHNOLOGY (1)



- 1 - YOU HAVE SEEN AND MEMORIZED EVERY EPISODE OF TREK-STAR; THE PRECISE # OF THOSE HAIRY MUFFINS IN "THE TROUBLE WITH DRIBBLES" COMES READILY TO MIND. YOU EASILY RECALL THE NAME OF THE MONSTER (OR SHALL I SAY GUY IN CHEESEBAG BLEACHED GORILLA SUIT WITH A PLASTIC HORNU GLUED TO IT) IN THAT ONE WHERE THE CAPTAIN GETS POISONED. AS A WISE MAN ONCE SAID, "MOVE OUT OF YOUR PARENTS' BASEMENT." WHAT YOU GET: POETRY & CLASSICS (TREK): 4 (HEY, IF YOU CALL YOURSELF A "TREK-EE" YOU'RE A "TREK-IE"), TECHNOLOGY SKILL CLUSTER AT 2 (THOSE SHOW TECH MANUALS ARE, LIKE, WRITTEN BY REAL GUYS). WHERE YOU GO: HH.
- 2 - MISTAKEN BY A SITTERBOT FOR A BATH MAT WHEN YOU ARE 3. THE SEED OF DEEP MACHINE HATRED IS PLANTED DEEP IN YOUR EGO. YOU HAVE FOUND A WAY TO HURT THEM BACK; IT TOOK YOU YEARS AT THAT TEMPLE, BUT OH, YES, THEY WILL PAY. WHAT YOU GET: MAKE SOMETHING STOP COMPUTING WITH YOUR FIST: 3, SCRAMBLING YAWP: 2. WHERE YOU GO: P.
- 3 - EVER SINCE THAT INTIMATE MOMENT WITH THE WALL PLUG AS A CHILD, YOU HAVE AN INSIDE UNDERSTANDING OF THE SENSUALITY OF THE SERVO-MOTOR, THE CHARGE OF THE CAPACITOR, THE WARM CARESS OF 1600 GIGAWATTS MASSAGING YOUR SPINAL COLUMN. WHAT YOU GET: CHARGED -- ANY SKILL UNDER THE TECHNOLOGY OR PILOTING CLUSTERS MAY GO TO 8. WHERE YOU GO: GG.
- 4 - YOU HAVE ONE OR MORE MECHA FRIENDS. ANYTHING FROM CUTESY LITTLE MARKETING PLOYS, TO A MINDLESS HALF MACHINE/HALF IRISH BIONIC BUDDY. THEY ARE ETERNALLY DEVOTED TO YOU -- WORK OUT STATS WITH YOUR RM. GO TO: K.
- 5 - GADGETS! DADDY! NICK-NACKS! THIS IS THE SPIKE OF TECHNOLOGY! YOU'RE STILLY WITH THIS SHIT -- YEAH, SURE, YOU HAVE THE AUTO NOSE-MINER/QUANTUM LASCHUTTER -- BUT DID THIS HELP YOU GET THROUGH HIGH SCHOOL? LOSER. WHAT YOU GET: ROLL 1 D6 -- 1. TURN RADIOS INTO HOWITZERS: 4, 2. T.R.I.T.H.: 2 & ONE TO THREE NIFTY GADGETS (WORKOUT WITH HM), 3. 1 D6 NIFTY GADGETS (HM AGA IN), 4. 1 D6 NIFTY GADGETS MADE OF THE SAME SHIT AS AIRPLANE FLIGHT RECORDER BOXES -- INDESTRUCTABLE. 5. 1 D6 BUILT-IN CYBER GADGETS, 6. UNBRIDLED GENIUS FOR THIS WORTHLESS CRAP HAS RESULTED IN YOUR TRIUMPHANT INVENTION OF THE "OMNI-THINGEE." SEE EQUIPMENT. IF IT BREAKS, TO BAD, YOU SHOT THE WAD ON THIS ONE. NO SECOND CHANCES. GO TO: W.
- 6 - WOO-HOO! CYBERWARE! FORGET ALL THAT JUNK ABOUT IMMUNE-REJECTION AND HARD-WIRE THAT TOASTER OVEN RIGHT INTO THE OL' MEDULA OBLONGATA, IT'S PARTY TIME. ROLL 1 D6 = 1. HANDS/FEET: A REAL MAN HAS A STRONG GRIP AND NOW YOU DO AND YOU ARE EVEN IF YOU AREN'T. YOU HAVE THE FINEST FIST MONEY CAN BUY. AS FOR THE FOOT GIG -- THESE BABIES SPORT HOVERS, SO YOU NEED NEVER SOIL YOUR TOOTSIES AGAIN. 2. SENSORY ORGAN -- EYE, NOSE, EARS FINGERTIPS, TONGUE/OTHER; WHATEVER THE REPLACEMENT YOU CAN BE SURE IT'S SUPERIOR TO ANY OF YOUR CLOSEST COMPETITOR, "God," could come up with (+1 GREYMATTER FOR PERCEPTION TESTS -- WORK OUT OTHER GOODIES WITH HM), 3. LIMB: SURE, IT'S NOT THAT ATTRACTIVE, BUT POWER IS THE GREATEST APPODISIAC. +1-3 MEAT ON LIMB of your choice. 4. 2 LIMBS -- WHAM YOUR FACE INTO A CONCRETE WALL 5 OR 6 TIMES. NOW LOOK AT #3. SEEING DOUBLE? GOOD. 5. 80-100% OF YOUR BODY IS REPLACED, LEAVING YOU WITH ONLY ONE NORMAL BODY PART, IF ANY -- ("MOMMY? WHAT'S THE STRANGE ROBOT WITH THE PINK FOOT? -- ICK!") THIS ALSO LEAVES YOU WITH SPECIAL PROBLEMS/ABILITIES -- ALA, NOW YOU CAN BE REPAIRED INSTEAD OF HEALED, BUT NOW YOU MUST BE REPAIRED INSTEAD OF HEALED. YOUR ONE NORMAL PART HAS ITS OWN LIFE SUPPORT SYSTEM, AND THE CHARACTER CANNOT BE STUNNED NOR CAN THEY BE AFFECTED BY DISEASE. THE BODY HAS AN A.V. 2, AND MAY CONTAIN 1 D3 GADGETS. 6. BRAIN: SO WHAT IF YOUR SO-CALLED "FRIENDS" THINK YOU SUDDENLY "DISPASSIONATE." I MEAN, WHAT DOES "SOULLESS AUTOMOTON" MEAN ANYWAY? WHO NEEDS FRIENDS. THEY DO NOT COMPUTE. ALL THAT MATTERS IS LOGIC. PURE UNCORRUPTABLE LOGIC! 01011010101011... (GO TO B)

K. SIDEKICK (1)



- YOU LOSE -- THE BEST YOU CAN DO IS ONE OF A FAMILY OF FLESHY GROWTH SIDEKICKS SUCH AS SHELLY SHINGLE, TIMMY TESTICLE, HARRY HEMHOROID, OR DELORIS. THEY ALL HAVE EXACTLY THE SAME STATS: MD: -2, ME: 1-3, FE: 1d3+1, NU: 1-3 (EXCEPT TIMMY, WHO HAS A 10), GM: 1-3. SKILLS: RUN REAL FAR: 2, RUN REAL FAST: 3, IMPERIAL ETIQUETTE: 2, FLEX DRAMATICALLY: 2. WHERE YOU GO: 4.
- 3 - IMAGINARY SIDEKICK: ROLL ON SIDEKICK RULES AS NORMAL, BUT IN ONE OF YOUR EXPLOITS YOUR SIDEKICK WAS CAUGHT IN A PHASE INVERTER, RENDERING HIM BOTH INVISIBLE AND INAUDIBLE, NOT TO MENTION INTANGIBLE. ONLY THROUGH YOUR UNCOMMON PSYCHIC RAPPORT CAN YOU COMMUNICATE WITH HIM. WHERE'S A MATTER RECONSTITUTER WHEN YOU NEED ONE? GO TO: Q.
 - 4 - PET SIDEKICK: YOU ARE EITHER THE TROID MASTER OF A GLEEKESQUE SUPERCUTTIE, OR RAYMOND BABBITT. EITHER WAY, USE THE SIDEKICK RULES AT -3 KICKUDOS. DEFINITELY. DEFINITELY NOT A MART SPANDEX. DEFINITELY NOT.
 - 5 - SIAMESE SIDEKICK: USE THE NORMAL SIDEKICK RULES, BUT IT IS PHYSICALLY ATTACHED TO YOU IN SOME WAY (HM'S DISCRETION). GO TO: T.
 - 6 - USED SIDEKICK: YOU WORK ALL SUMMER AT DENNY'S WASHING DISHES, AND YOUR DAD COSIGNS THE LOAN TO BUY A USED SIDEKICK FROM YOUR LOCAL OUTLET STORE (SEE SIDEKICKS). GO TO: FF.
 - 7 - MERCINARY SIDEKICK: OH, SURE. HE WORKS FOR YOU, ALRIGHT. HE WEARS THE TIGHTS YOU TELL HIM TO WEAR. HE'S EVEN BOUGHT THIS WHOLE "THEME" YOU GOT GOING. HE'S PROFESSIONAL. BUT DON'T GET ANY IDEAS BEYOND THAT. THIS IS A BUSINESS TRANSACTION; NOTHING MORE. NO TOUCHIE, CAPICHE? YOU PAY FOR EQUIPMENT, FOOD, AND MEDICAL, PLUS 3 G CHITS/GROIS A WEEK OR HE HITS THE BRICKS, AND WORSE (1-4 ON D6) HE'LL END UP WORKING FOR YOUR ARCH NEMESIS. WHERE YOU GO: M.
 - 8 - KID SIDEKICK... NO JOKE... USE THE SIDEKICK RULES, DUMMIE... HEY, STOP THAT. HEY! YES, OKAY, I LOVE YOU. NOW WILL YOU GO HOME? (GO TO JJ)
 - 9 - KID PRODEGY: IT'S CREEPY, BUT THIS KID IS EXACTLY LIKE YOU; HE APPRECIATES THE SAME THINGS, HAS THE SAME PAINS OF YEN, AND LIVES TO SERVE ONLY YOU. YOU ARE HIS GOD, AND THOUGHT IT CAN GET SLIGHTLY ANNOYING, HE STRAINS SO HARD TO PLEASE YOU THAT IT'S DIFFICULT TO HATE THE LITTLE BROWN NOSE. USE SIDEKICK GENERATION, +2 KICKUDOS. GO TO: B.
 - 10 - RADIOACTIVE SIDEKICK: ONCE A MIGHTY HERO IN HIS OWN RIGHT, YOUR SIDE KICK LOST IT ALL SAVING SEVEN BUSLOADS OF CHILDREN, SIX DRIVERS, A NUN, AND A PUPPY FROM THE UNBRIDLED FURY OF THE MELTING REACTOR CORE. NOW BALD, BUT NOT TOO MUCH THE WORSE FOR WEAR, HE IS WILLING TO LET OTHERS STAND IN THE LIMELIGHT FOR A WHILE. USE SIDEKICK RULES WITH +5 KICKUDOS. ROLL 1 ON MUTATIONS (1:1) AND ONE ON IT'S RAINN' MEN (KIK). GO TO: i.

SIDEKICK, CONT.

- 11 - YOUR SIDEKICK IS THE SON OF ZEUS. USE NORMAL SIDEKICK RULES AT +10 KICKUDOS. OH, AND BY THE WAY--TECHNICALLY, YOUR *MIS* SIDEKICK. NICE TIGHTS, PAL. GO TO F.
- 12 - STRAIGHT MAN: THOUGH NOT A SIDEKICK PER SE, THE STRAIGHT MAN IS NONETHELESS YIN TO YOUR YANG, AND YOU TRAVEL EVERYWHERE TOGETHER. HE ISN'T THE MIND-LESS DEVOTEE THAT SIDEKICKS USUALLY ARE, BUT HE CAN BE TRUSTED TO WIPE HIS ASS WITHOUT DR. ANTHRAX KIDNAPPING HIM. MAKE UP ANOTHER CHARACTER, WHO WILL BE AN NPC UNDER CONTROL OF THE HM. OR, ALTERNATELY, ANOTHER PLAYER--IF THE LATTER, YOU BOTH GET A FREE ROLL ON DD, I, OR Q. STOP WHINING, LOOK EN UP YOURSELF, I'M BEAT. GO TO J.

L. HOL (0)



HEY. BREAKFAST OF CHAMPIONS, BABY.

YOU LOSE--SENTENCED TWICE.

- 3 - LOW PASSAGE
- 4 - LOW PASSAGE
- 5 - LOW PASSAGE
- 6 - LOW PASSAGE
- 7 - LOW PASSAGE
- 8 - LOW PASSAGE
- 9 - LOW PASSAGE
- 10 - BLADE
- 11 - LOW PASSAGE
- 12 - HIGH COLONIC

SENTENCED TO HOL. +1 KUDO. DONE.

AVOID HOL. GO TO G.

SENTENCED TO HOL. +1 KUDO. DONE
SENTENCED TO HOL. +6 KUDOS. DONE.

N. DASTARDLY CRIME (0)



- 1 - WHILE SCOURING THE STORAGE CLOSET FOR THAT OLD SET OF HIPWADERS, YOU STUMBLE ACROSS THE DESSICATED, MUMMIFIED CORPSE OF THE LINDBERG BABY. LONG-REPPRESSED MEMORIES BOIL TO THE SURFACE AS YOU PEEL AWAY THE WAXED PAPER LAYERS THAT WRAP THE TINY BUNDLE. OH, MY GOD, IT WAS YOU--NOT THAT HAUGHTY MAN FELLOW... WHAT KIND OF MONSTER LIES IN WAIT IN THE DEPTHS OF YOUR SOUL? YOUR ENTIRE LIFE HAS BEEN A LIE; WOULD THE REAL YOU PLEASE STAND... TO DISCOVER YOUR TRUE SELF, START A NEW CHARACTER.
- 2 - FEELING PARTICULARLY BORRED ON TUESDAY MORNING, YOU LOAD THE PICKUP WITH AN ASSORTMENT OF FIREARMS, AND HEAD OUT TO RIDDLE THAT "BIG BOY" STATUE ON I-45 WITH HOLES FROM CROUCH TO CROWN. TAKING A DIM VIEW OF YOUR DAY'S ENTERTAINMENT, THE LOCAL CONSTABULARY LAY CHASE, WHICH LEADS YOU TO TAKE REFUGE IN THE OLD, ABANDONED SCHOOL BOOK DEPOSITORY. THE MILDREW, HOW-EVER, CREATES A CHEMICAL IMBALANCE IN YOUR BRAIN THAT NOT ONLY MAKES YOU A BETTER SHOT, BUT ALSO MAKES YOU MISTAKE THE FIGURE PERCHED ATOP THE PASSING PRESIDENTIAL MOTORCADE FOR THE INSIDIOUS "BIG BOY". WAVES OF CALMING SATISFACTION RIPPLE THROUGH YOU AS YOU PUMP ROUND AFTER ROUND INTO HIS BEFREACHED NOOGIN. CAPTURED BY THE POLICE, YOU COME TO YOUR SENSES JUST IN TIME TO BE SHOT IN THE BUT BY JACK RUBY. -2 FEET, GO TO BB.
- 3 - YOU ACCEPT THE ROLE OF "LA MOUT" ON THE SANFORD & SON REUNION SHOW. THE SKIS FALL, THE MOON TURNS TO BLOOD. THE ENTIRE UNIVERSE CRIES OUT FOR REVENGE AGAINST YOU. YOU NOW PERMANENTLY HAVE A BAD AFRO AND 70'S Moustache. ON THE PLUS SIDE, YOU GAIN LOCATIONARY ENGINEERING OF DISCARDED OBJECTS: 2. GO TO H.
- 4 - YOU'RE SOME KIND OF COMMIE PRE-VERT, LEADING A CONSPIRACY OF PRE-VERTS TO GET TOGETHER AND DO YOUR PRE-VERSIONS. (GO TO KK)

CONT. ↓

M. CRIME (0)



- YOU LOSE--AFTER BOWING ONE TOO MANY CHECKS ON THE GAS COMPANY, THE EXCHANGE THE MELLOW BREW OF METHAINE COMPOUNDS WITH MUKTARD GAS. WHAT YOU GET: TAKE IT LIKE A MAN SKILL CLUSTER AT 2, -2 MONTH. WHERE YOU GO: DD.
- 3 - WHO KNEW THAT RITUAL SACRIFICE OF BARNYARD ANIMALS WAS ILLEGAL? AVERSION THERAPY LEAVES YOU WITH AN UNREASONABLE FEAR OF COWS (MUST MAKE A NUTS TEST IF ONE IS SEEN), AND A KIND OF FUZZY WARM FEELING. WHERE YOU GO: LI.
 - 4 - HAVE TROUBLE EXPLAINING DENTED PLANET TODAD AFTER INTERGALACTIC JOYRIDING WITH THE CAST OF "STARLIGHT EXPRESS." WHAT YOU GET: REFLECTIVE BODY ARMOR (SEE HOL), ROLLERSKATING: 4. WHERE YOU GO: E.
 - 5 - WELL WHAT A DAY; BIG BROTHER REALLY IS WATCHING; CATCHES YOU ENGAGING IN A THOUGHT CRIME OF THE MOST TREASONOUS SORT (THAT'S RIGHT, THEAUSY DUCK FANTASY). 2 DG RATS IN A CAGE ON YOUR HEAD. WHAT YOU GET: +1 ANTS, -1 GM. WHERE YOU GO: K.
 - 6 - CANNIBALISM IS ILLEGAL--IT IS NOT A VIABLE ALTERNATIVE LIFESTYLE CHOICE. SERVING WHITE WINE WITH HUMAN FLESH IS ONLY A SOCIAL FAUX PAS. WHAT YOU GET: TORTURE CLUSTER AT 1. WHERE YOU GO: X.
 - 7 - BURGLARIZING THE ACE CHEMICAL PLANT, YOU ACCIDENTALLY TUMBLE INTO A VAT OF ACID. AS YOU MIGHT EXPECT, IT STUNG MORE THAN A TOUCH, TURNING YOUR HAIR TO A VIVID, SHOCKING GREEN AND TWISTING YOUR THROAT TO THE CACKLING SMILE OF A HYENA. NO BODY TAKES YOU SERIOUSLY. GO TO: T.
 - 8 - OKAY, SO YOU DON'T ACTUALLY COMMIT A CRIME, BUT YOU DO PLAY A SERIAL RAPIST ON A VERY SPECIAL "BLOSSOM." WHAT YOU GET: SCORE 1 DC x 100 CHITS FOR YOUR THESPIAN EFFORTS. WHERE YOU GO: X.
 - 9 - DURING THE ACT OF ROBBING THE LOCAL QUICKEE QUICKBOX CONVENIENCE STORE, YOU ARE DEANED UPSIDE THE HEAD BY THE MUTE PROPRIETOR. WHAT YOU GET: SUDDEN PHILOSOPHICAL TANGENT: 3, SEE BRIEF IMAGE OF GOD OVER BY THE SLURPIE MACHINE. GO TO D.
 - 10 - CARJACKING SURE IS EASY. AND WHEN YOUR HOSTAGE IS THE PRESIDENT OF DANGEROUSLY RUSTED POWER TOOLS, INC (AS CLOSE TO A MEGACORPORATION AS ANY HARDWARE STORE HAS A RIGHT TO BE), YOU CAN DEFINITELY RAKE IN THE RANSOM CASH. WHAT YOU GET: 2 DG x 1000 CHITS, +1 TO GUMP ROLLS. WHERE YOU GO: G.
 - 11 - YOU HAVE BECOME A "MADE" MAN! HAVE A CIGAR! WHAT YOU GET: COMPREHENSION OF 'CRAPS': 3, BOCCI: 4, 1 PERSONA GRACE OF GOD (FATHER) PER SESSION, NOT CUMULATIVE, MUST CHANGE NAME TO 'PETEY', 'PAULI' OR 'MARIA', +2 ON GUMP ROLLS. WHERE YOU GO: C.
 - 12 - SCORE! YOU "FIND", "INHERIT", OR "STUMBLE ACROSS" A VERITABLE BUTLOAD OF STUFF, INCLUDING 1 DG ASSORTED WEAPONS, HAM'S CHOICE, 1 D3 SUITS OF ARMOR, 2 DG ASSORTED PLASTIC NOVELTY ITEMS FOR TEASE WITH THE NATIVES (AND YOU'D BE SURPRISED WHAT A CASE OF ERIC ESTRADA 'SURPRISE' LIGHTERS CAN FETCH ON CERTAIN MARKETS), 2 DG x 100 GROBS, AND 1 VEHICLE OF CHOICE, STASHED ALL OVER HOL; +3 ON THE GUMP ROLL. GO TO CC.

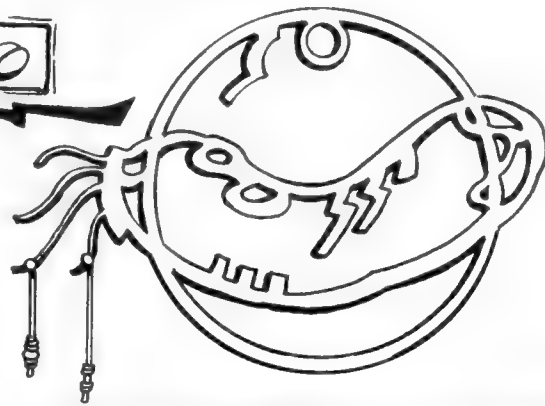
ALMOND JOY (0)



1-3: FEEL LIKE A NUT. +3 NU.

4-6: DON'T.

GO TO CHART CHART.



DASTARDLY CRIME, CONT.

- 5 - IT SEEMED LIKE A GOOD IDEA AT THE TIME, BUT NOW YOU'RE NOT SO SURE. A CRAZY RABBIT STANDS OUTSIDE THE OVEN YOU'RE ASPHYXIATING IN, TELLING THE COPS, "WOULD I DO THIS IF MY GOOD PAL ROCKY WAS IN THERE?" THE RESULTING EXPLOSION LEAVES YOU LITERALLY DEAF. GO TO I.
- 6 - YOU WAKE UP IN WHAT SEEMS TO BE A JUNGLE, WITH A NASTY BUMP ON YOUR HEAD, A SUITCASE FULL OF STRANGE, SMALL, GREEN PIECES OF PAPER--AND YOU HAVE NO IDEA WHO YOU ARE. THE LOCALS SEEM NICE ENOUGH, AND INVITE YOU FOR COCKTAILS AND A LIGHT SUPPER. RESULTING PARASITIC INFECTION LEAVES YOU WITH A NASTY CASE OF THE TROTTS, AND YOU QUICKLY USE UP THAT WHOLE STASH OF GREEN STUFF FOR T.P. YOU LIVE FOR A BRIEF, HAPPY SPELL AMONG THE NATIVES UNTIL RESCUED. START THE GAME BROKE, BUT WITH A LEMON FRESH ASS.

O. NIGHT SCHOOL (1) P. PARENTAL MISUNDERSTANDING

- YOU LOSE - YOUR FEEBLE ATTEMPTS AT SELF IMPROVEMENT ALMOST PROVES FATAL, AS DURING A BASIC HYGIENE SKILLS SEMINAR, IMPOSED MENTAL STRAIN RESULTS IN THE HOOVER DAM OF BRAIN ANEURISMS. YOU SPEAK WITH AN EMBARRASSING SLUR. -143 GROMATTA. GO TO BB.
- 3 - DANNY DREAMER... WHILE SLEEPING THROUGH "SECRETS OF THE COSMOS PART II: GOD N' STUFF," YOU COME UP WITH AN IDEA FOR A ROLE-PLAYING GAME, AND SPEND THREE YEARS DEVELOPING IT BEFORE GIVING IT UP AND WATCHING THE CHARLIE'S ANGEL'S MARATHON ON TNT. GO TO: B.
 - 4 - DISCOVER THE SUBVERSIVE WORLD OF FINE LITERATURE -- EARLY RUSSIAN POETRY MAJOR THROUGH A BACKALLEY CORRESPONDANCE COURSE THAT A TRUSTED FRIEND SET YOU UP WITH. POETRY AND CLASSICS: 4. GO TO GG.
 - 5 - SUN TZU PART 6: THE LESSER KNOWN ARTS OF WAR. +4 TO THE MOVEMENT CLUSTER. GO TO D.
 - 6 - FIND AND CONSUME THE 50 BOOK SET, "TESLA - THE MAN, THE GENIUS, THE MIGHTY PICTURES OF HIS NIECE." RECEIVE THE TECH CLUSTER AT 4. GO TO J.
 - 7 - OBSESSED WITH HERCULES IN NEW YORK, YOU STUDY ARNOLD'S METHOD OF WINNING FRIENDS AND INFLUENCING PEOPLE -- AND RECEIVE POSTURING SKILL CLUSTER AT 4, AND THE SPECIAL SKILL, MARRY A KENNEDY: 3. GO TO S.
 - 8 - MUSIC APPRECIATION: PATTON SINGS YOUR FAVORITE MARVIN HAMLISH HITS (INCLUDING THE GREAT SPACE CONTRA.). FAR COMBAT SKILL CLUSTER AT 4. GO TO Q.
 - 9 - AND NOW, THE BEATINGS OF YOUR LIFE BY GUEST LECTURER DR MICEAL TYSON!! FISTICUFFS SKILL CLUSTER AT 4. GO TO: AA.
 - 10 - KISSENBEEK COMES OVER FOR COFFEE. YES, I'D LIKE TO THROW HIS NUTS TO THE BRAZILIAN NATIONAL SOCCER TEAM, BUT... SOCIAL INTERACTION CLUSTER AT 4. GOOOOOOAAAAL!! GO TO: V.
 - 11 - TEACHER'S PET: FANCY BOY SKILL CLUSTER AT 2, VERBAL ANNUANCE CLUSTER AT 2, MAKING FRIENDS AND INFLUENCING PEOPLE CLUSTER AT 2, & SOCIAL INTERACTION CLUSTER: 2, YOU BROWNNOSE ENTER CLAPPING APPLE POLISHER. GO TO: T.
 - 12 - EXTRA CREDIT-WORKING LATE ON THAT TERM PAPER, THE CLOUDS OVER YOUR BRAIN PART NAMENTARILY REVEAL THE TRUE GLORY OF CONTINUING ADULT EDUCATION. ALL SKILL CLUSTERS AT: 2 (EXCEPT ALL CLOWN CLUSTERS)

- YOU LOSE - MISTAKING YOUR VIDEO GAME GLAZED EYES FOR THE HUNGRY, EMPTY STARE OF THE JUNKIE. YOUR PARENTS ASSUME YOU'RE STRUGGLING OUT ON DOG QUARRELLES AND HAVE YOU COMMITTED. OF COURSE, THE TREATMENT FOR THE ADDICTION INVOLVES MEGADOSING ON ANOTHER SUPERADDICTIVE DRUG (SURE I COULD WHIP OUT THOSE PHARMACOLOGICAL MANUALS AND DREAM UP SOMETHING WITH THE FLU OF PCP, THE ZING OF CRACK, AND THE JOLT OF METHAMPHETAMINES -- SUFFICE IT TO SAY, I WON'T). YOU HAVE BECOME YOUR PARENTS' WORST NIGHTMARE: A 35 YEAR OLD MORPHINE JUNKIE LIVING IN THEIR ATTIC WATCHING MCHALE'S NAVY RERUNS. -1 MEAT, -1 FEET, -2 GREYMATTER, -THE WILL TO LIVE. SOMETIMES YOU CAN CARE TOO MUCH. GO TO AA.
- 3 - YOUR SCREAMS OF STOP! STOP! STOP! AND HELP! ARE IGNORED, AS DAD THINKS YOUR JUST ASKING FOR MONEY AGAIN, AND BACKS OVER YOU WITH THE FAMILY TRUCKSTER. CRUSHED LEG PREVENTS YOU FROM PURSUING A HEAVY CAREER IN ATHLETICS. ALL MOVEMENT CLUSTER SKILLS YOU BELIEVE ARE AT -4. GO TO BB.
 - 4 - MOM NEVER COULD COOK. SHE MAKES MEATLOAF FROM HAMBURGER THAT MIGHT HAVE BEEN TASTED A MONTH AGO. THIS RESULTED IN YOUR ADOPTION OF A TOTALLY VEGETARIAN DIET. JUST THE MEMORY OF MEAT MOVES YOU TO WRETCH UNCONTROLLABLY. YOUR DAD THINKS YOU'RE SOME KINDA FRUIT. GO TO K.
 - 5 - ALL YOU WANTED WAS A PEPSI, AND SHE WOULDN'T GIVE IT TO YOU. GO TO M.
 - 6 - WANTONLY PRAWLING THROUGH YOUR ROOM, MOM FINDS THE T+F HAMSTER MANUAL WITH ALL THE NAKED SHE DEVILS IN IT. IN PRANCING LEAPS OF LOGIC, SHE DECIDES YOU'RE SOME SEXUALLY DEVIANT SATANIST AND HAS THE LOCAL CHURCH YOUTH GROUP CHAIN YOU IN THE BASEMENT FOR THE REST OF YOUR ADOLESCENCE WITH NOTHING BUT A BIBLE, RHONA JAFFE'S MAZES & MONSTERS, AND A COLLECTION OF JERRY FALWELL TAPES. CONSEQUENTLY, YOU HATE ANYONE OR ANYTHING ASSOCIATED WITH CHURCHES. GO TO GG.
 - 7 - ZEUS COMES TO YOUR MOTHER AS A SHOWER OF GOLD. UNFORTUNATELY, THE SON OF THAT UNION IS NOT YOU, BUT RATHER YOUR LITTLE SISTER, TRUDY. THE GOLDEN CHILD QUICKLY BECOMES HEAD OF THE LOCAL ENQUIRISTION UNIT, AND NOW SPENDS MOST OF HER TIME PLOTTING HOW TO PUNISH YOU FOR YEARS OF CHILDHOOD TORTURE AND LOUSY CHRISTMAS GIFTS. +1 TO ALL JUMP ROLLS IN THE FUTURE. GO TO G.
 - 8 - AS A REBELLIOUS, ANGRY TEENAGE RESPONSE TO YOUR PARENTS SWINGING, HEDONISTIC LIFESTYLE, YOU TURN OUT OF YOUR WAY TO HELP ANYONE OR THING ASSOCIATED WITH THE CHURCH, AND GET FREE LUNCH AT CHURCH AND MUNCH ON YOUR BIRTHDAY. GO TO E.
 - 9 - YOU WERE RAISED BY WOLVES, SO IT'S NOT REALLY A MISUNDERSTANDING AS A TOTAL LACK OF COMPREHENSION AS TO WHAT THE WHINEY NAKED CUB WANTED. YOU CAN NEVER HAVE ANY DRIVING SKILLS AS THERE WAS NO CAR TO BORROW AND RETARDED SOCIAL SKILLS LEAD TO A -2 MD. NEED TO EAT STILL LIVING FOOD STUFF. GO TO FF.
 - 10 - YOUR FATHER IS SATAN, AND YOU GROW HORNS (AYD W/1), AND ONE OF THOSE HEP GOATEES. GO TO Z.
 - 11 - YOUR PARENTS ARE FAR TOO UNDERSTANDING THEY SPEND ENDLESS HOURS OF "QUALITY TIME" WITH YOU, EVENTUALLY DRIVING YOU BATTY. TAMPER WITH THE BRAKES, AND TAKE THE MONEY TO BUY ALL THE TOYS THEY NEVER LET YOU HAVE. CHOOSE TO GO TO EITHER E OR J FOR FREE (DON'T SPEND THE KUDU).
 - 12 - WELL ACTUALLY YOU COME FROM A PERFECTLY ADJUSTED, HAPPY FAMILY. YOUR MEMORIES OF CHILDHOOD ARE FOND ONES FILLED WITH CANDY AND MAGICAL ELVES. AT LEAST THAT'S WHAT YOU KEEP TELLING YOURSELF. ACTIVE IMAGINATION GIVES YOU +2 GM. GO TO DD.



H A D THAT NO PANTS DREAM AGAIN (1)



- 1 - YOU JUST CAN'T REMEMBER, BUT TAKE ANY FURTHER ROLLS YOU HAVE ON THIS CHART AT +1. GO TO EG.
- 2 - IT WAS GILLIGAN'S ISLAND BUT GENE SIMMONS WAS THE SKIPPER, YOU WERE MRS. HOWELL, AND SAM DONALDSON WAS MARYANNE. GILLIGAN HAS MADE. A Y2 SCALE HINDENBERG TO FLY BACK TO CIVILIZATION. IT CRASHED INTO THE PALM TREE, BUT ISN'T THIS OHIO? TECH AND PERCEPTION SKILL CLUSTERS AT 2. GO TO K.

HAD THAT NOPANTS DREAM, cont.

- 3- REOCCURRING DREAM WHERE YOU'RE JESUS CHRIST, AND SATAN NEEDS TO GET THE FORTUNE COOKIE SO HE CAN KILL YOU WITH THE CARROT PEELER. CLOSE COMBAT AND MOVEMENT CLUSTERS BOTH AT 2. GO TO G.
- 4- LIVING IN THE CAVE ON THE BEACH WITH RICH LITTLE AND THE FLYING MONKEYS AND HE KEEPS DOING THAT CHARRO IMPRESSION OVER AND OVER. SO YOU STUFF HIS MOUTH WITH SAND. FISTICUFFS AND VERBAL ANNOYANCE CLUSTERS AT 2. GO TO B.
- 5- YOU GET SHOT IN THE FACE BY THE COCAINE SMUGGLERS. IT ALL GOES BLACK. YOU REMEMBER PEOPLE TELLING YOU THAT IF YOU DIE IN A DREAM YOU WILL REALLY DIE, YOU WAKE UP IN A NEEDLESS PANIC, WITH A SUSPICIOUSLY BAD HEADACHE. YOU GET TORTURE AND FAR COMBAT CLUSTERS AT 2. GO TO II.
- 6- THAT NO PANTS DREAM WHERE YOU'RE RUNNING AROUND THE GROCERY STORE ASKING EVERY ONE FOR CELERY AND SOME NICE SLACKS, YOU CAN'T FIND ANY, SO YOU DRIVE UP THE MOUNTAIN TO HIDE IN THE BASEMENT. YOU GET MEDICAL AND SALISBURY CLUSTERS AT 2. GO TO L.

R. BAD MONKEY (0)



- 1- BOOZE MONKEY- A PARTICULARLY DEBILITATING FORM OF THE "MONKEY ON YOUR BACK" (SEE BACK MONKEY, BELOW) THE BOOZE MONKEY MUST PARTAKE OF REGULAR QUANTITIES OF, WELL, BOOZE TO MAINTAIN A FACADE OF EQUILIBRIUM. HE WILL GO TO ANY LENGTH TO OBTAIN A "LITTLE DRINKIE" THE CUTTING OFF OF THE SUPPLY ALL ACTIONS OR ALTERNATELY THE MONKEY WILL IMBIBE ANYTHING (-4 TO MOUTH WASH, WINDOW CLEANER, BATTERY ACID) JUST TO TRY TO TAKE THE EDGE OFF. GO TO JJ.
- 2- CORN MONKEY- YOU'VE BEEN A BAD, BAD MONKEY. GO TO Y.
- 3- BUTT MONKEY- YOU HAVE AN UNNATURAL DESIRE TO EXPOSE YOUR ASS CHEEKS TO THE WARMING RAYS OF THE SUN. IN A STARTLING BURST OF INDEPENDANCE, YOU CUT THE BACKS OUT OF ALL YOUR PANTS. ROLLS. HAVE FUN AND GO TO CC.
- 4- SEX MONKEY- EONS OLD RESIDUAL CATHOLIC GUILT DRIVES YOUR LIBIDO INTO A FROTHY HORMONAL MILKSHAKE. YOU CRAVE SATISFACTION, BUT THE GUILT KEEPS YOU FROM THE BLESSED RELEASE OF SPANKING THE MONKEY (SEE GOOD MONKEY). SEXUAL TENSION DRIVES YOU EITHER TO THE PRIESTHOOD OR POSTAL SERVICE. GO TO I.
- 5- LAB MONKEY- THE HORRORS OF THE BIG WHITE ROOM ARE VISITED REPEATLY ON YOUR FLESH. GO TO AA, PAY ONCE, ROLL TWICE.
- 6- BACK (MONKEY ON YOUR.) ROLL 1. SAUSAGE; 2. THE BLACK MEAT OF THE GIANT AQUATIC BRAZILIAN CENTIPEDE; 3. VAMS; 4. SOFT, SQUEEZABLE TOILET PAPER; 5. BRANDO FILMS; 6. GUINEA PIGS. RULES LIKE BOOZE MONKEY FOR ANY ONE SUBSTANCE FOR THIS CHARACTER. GO TO X.



T. FAMILY (0)



- YOU LOSE- ALL IN THE FAMILY. - GO TO R, WITH A +2 ON THE ROLL.
- 3- FAMILY AFFAIR- GO TO N, WITH A PLUS 2 ON THE ROLL
 - 4- FAMILY FEUD- GO TO BB, WITH A PLUS 2 ON THE ROLL.
 - 5- FAMILY TIES- GO TO I, WITH A PLUS 2 ON THE ROLL.
 - 6- FAMILY MATTERS- GO TO U, WITH A PLUS 2 ON THE ROLL.
 - 7- MOMMA'S FAMILY- GO TO B, WITH A PLUS 2 ON THE ROLL
 - 8- VALERIE'S FAMILY- GO TO C, WITH A +2 ON THE ROLL.
 - 9- ADDAMS FAMILY- GO TO GG, WITH A +2 ON THE ROLL
 - 10- PARTRIDGE FAMILY- GO TO H, WITH A +2 ON THE ROLL
 - 11- HOGAN FAMILY- GO TO CC, WITH A +2 ON THE ROLL.
 - 12- CHICO & THE MAN- GO TO M +2 ON THE ROLL, +2 ON CRIME

S. GOOD MONKEY (0)



- 1- FUN MONKEY- YOU ENJOY THE SOCIAL BENEFITS OF THE OCCASIONAL ALCOHOLIC BEVERAGE WITHOUT ANY OF THE VOLY SIDE EFFECTS YOUR LIMIT OF ONE DRINK PER DAY GIVES YOU +1 MO, +1 NU, AND +1 GM, FOR ONE HOUR AFTER CONSUMPTION OR UNTIL THE COPS SHOW UP (IF YOU HAVE MORE THAN ONE SEE "BOOZE MONKEY" GO TO E)
- 2- LOVE MONKEY- YOU GAIN THE MOUTH SKILL "MAKE PEOPLE DO YOUR BIDDING BY CODING AFFECTIONATELY" AT +3. GO TO K.
- 3- SPACE MONKEY- LONG LOST 'B' SIDE TO STEVE MILLERS "SPACE COWBOY" SPACE MONKEY WHILE ALMOST UNHEARD OF HERE IN THE U.S. ROSE TO AS HIGH AS NUMBER 3 IN GERMANY. GO TO O.
- 4- BARREL OF MONKEYS YOU HAVE 100 MONKEYS OF VARIOUS TYPES AND SIZES AS PETS. THEY ARE VERY LOYAL, AND YOU CAN COMMUNICATE WITH THEM ON A RUDIMENTARY LEVEL, ALA TARZAN. LOVE YOUR MONKEYS, BECAUSE WHEN THEY ARE GONE, AND SO ARE YOU, GO TO J.
- 5- SPANKED. YOU WILL NOT GO BLIND, OR GROW HAIR ON YOUR PALMS, IT IS NOT DIRTY, OR BAD. THE MORE RELAXED YOU GOINS +2 FT, AND THE ABILITY TO DISCIPLINE MONKEYS OF ALL TYPES. GO TO B.
- 6- HUNDRETH MONKEY- YOU HAVE THE UNCANNY ABILITY WHEN PRESENTED WITH A TOTALLY NEW SKILL TO AUTOMATICALLY LEARN IT AT +1 (WITH A SUCCESSFUL GM CHECK) MAKES YOU A REGULAR "CURIOUS GEORGE" ADDITIONAL +1'S MUST BE LEARNED AS NORMAL. GO TO D.

U. THE BUDDY SYSTEM (0)



- YOU LOSE- A PACK OF WILD PINOCHES ATE YOUR CHILDREN. RESULTING EMERGENCY CAUSE YOU TO HAVE -4 NUTS AND A VOICE THAT IS THE ENVY OF CHORAL DIRECTORS ACROSS AUSTRIA. GO TO V.
- 3- HUGH THE LOVEABLE IN.E.E. OUTCAST. GO TO K.
 - 4- LOT 249 ATTENDANT LET'S YOU PARK IN THE HANDICAPPED SPACES UP FRONT--SO YOU NEVER LOSE YOUR VEHICLE. GO TO E
 - 5- LESTER ROTGUT, PUMPTECHNICIAN, ALWAYS HELPS YOU FIND THE BEST STUFF AROUND WITHOUT THE 284 DAY WAITING PERIOD. GO TO G.
 - 6- STAN, YOUR BROKER- DIVIDENDS FROM OFF PLANET INVESTMENTS TOTAL 100 X 100/MONTH GO TO: J
 - 7- CHURCH AND MUNCH FRIEDCOOK NAMED BARRY GARVIN. HEY, DON'T SNEEZE AT GEEFRIES. GO TO O
 - 8- "PETE THE KILLER"-- HE LOOK CARE OF THAT THING FOR YA. GO TO N.
 - 9- RAYMOND, YOUR LAWYER. FOR EVERY 1000 CHITS YOU PAY HIM, ROLL 1d6 -- ON A 6, HE HAS RECALLED YOUR RELEASE. GO TO F.
 - 10- OGGY AND BIG- BIG. JUST HAVING FRIENDS LIKE THESE MAKES YOU SEEM IMPRESSIVE (POSTURING CLUSTER AT 4), AND BIG GIVES YOU THE HEADLOCK OF DEATH. GO TO A.
 - 11- GOD OWES YOU ONE FOR THAT TIME IN RAPIDS CITY. FREE ROLL ON BLESSED BY THE ALMIGHTY. GO TO Z.
 - 12- THE EMPORER HIMSELF TAKES AN IN INTEREST IN YOU, FREE IMPERIAL ARMOR, WEAPONS, AND HATRED FOR THE COMMON MAN. GO TO BB.

V. ALLERGIES (0)

W. ALL YOU CAN EAT (1)

YOU LOSE - BUBBLEBOY - YES, YOU'RE HEINOUSLY, PAINFULLY, THROAT CLOSED TILL YOU RESEMBLE A PURPLE, BLOATED GOLDFISH, ALLERGIC TO EVERYTHING. YOU MUST STAY IN THE SUIT (ARMOR: 4) OR SUFFER A/D 20/2 + HIVES. BUBBLESUIT ALSO SEALS IN ONE ROUND FOR EVERY POINT OF DAMAGE DONE, WEARER TAKES EXPOSURE DAMAGE FOR THE TURNS TORN. LIBERAL APPLICATION OF CALAMINE LOTION WILL HEAL 2 DAMAGE LEVELS PER DAY. GOTO E.

3 - ALLERGIC TO LEAD. DOUBLE DAMAGE FROM BULLETS. YOU JUST LOVED THAT LEAD PAINT AROUND THE SILLS IN THE PLAYROOM. IT WAS JUST LIKE CRACKERS! GO TO JJ.

4 - BRIGHT LIGHT; DOUBLE DAMAGE FROM LASERS AND RAYS. GO TO G.

5 - SOAP - WASHING IS FAR MORE DIFFICULT THAN IT HAS ANY RIGHT TO BE. ALL SOCIAL SKILLS ARE AT -4. GOTO F.

6 - MACARONI PRODUCTS. - I MEAT BECAUSE YOU CAN'T CARBO - LOAD. GOTO W. ON WAIT, MEANT TO ADD: -4 TO ALL ROLLS WHEN UNDER THE INFLUENCE OF THE FOWL NOODLES. GO TO W.

7 - I DON'T KNOW IF THIS COUNTS OR WHAT, BUT YOU GET THIS ANKLE-KRASH GOING ON WHEN YOU DO DISHES. GO TO J.

8 - CHILDREN GET UNDER YOUR SKIN, AND MAKE YOU ITCH UNCONTROLLABLY. -4 ALL ROLLS WITHIN 20 FT OF A CHILD. GOTO Q.

9 - JUST THE SIGHT OF PANCAKE MAKE UP GIVES YOU THE SCREAMIN HEEBEE - JEEBEE'S LET A ONE A FULL BLOWN CLOWN. -4 TO ALL WITHIN 30 FT. GOTO A.

10 - INVISIBLE, MICROSCOPIC GERMS - MUST STAY CLEAN + WASHED AT ALL TIMES. THEY'RE TRYING TO CONTROL YOU, BUT YOU'LL SHOW THEM WHO'S BOSS. WELL, ALRIGHT, THIS IS MORE PARANOIA THAN ALLERGENIC. BUT WHO DO YOU THINK WE ARE? PHLABOTOMISTS? GO TO AA.

11 - ALCOHOL CAUSES YOUR INTESTINES TO CONTRACT INTO A FLESHY SUPERBALL. -4 WRING OUT. NOTE THAT THIS IS FATAL WHEN COMBINED WITH "BOOZEMONKEY" GO TO S.

12 - GUYS NAMED "RAY" MAY CAUSE SEVERE INFLAMMATION, DIFFICULTY BREATHING, AND RECTAL BLEEDING. GO TO D.

1 - CLAMBAKE - DROPPING BACK MOUTHFUL AFTER MOUTHFUL OF BELLIES, SAND, AND OUTFALL RESIDUE GIVE YOU THE TAKE IT LIKE A MAN SKILL CLUSTER AT 6. GO TO FF.

2 - PUDDING - PLENTY OF COOL WHIP, SO DIG IN - BENEFITS BEFITTING A RESIDENT OF COSBY III. GO TO P.

3 - BBQ! PACKING DOWN A STACK OF RIPS THAT WOULD CHOKE A BULL REPUBLICAN, YOU ARE FEARED, YET RESPECTED BY THE BEASTS OF NATURE. CRITTERS SKILL CLUSTER AT 6. GOTO BB

4 - BRIE/PATE - YOU ARE WHAT YOU EAT. FANCYBOY SKILL CLUSTER AT 6. GO TO HH

5 - SPAGHETTI - LEARNING TO TALK WITH YOUR MOUTHFUL - LANGUAGES AND NUMBLED SLANG: 6. 2 GOTO: H

6 - SMÖGASBORD - +10 POINTS TO PUT INTO ANY SKILLS ON YOUR PLATE. GOTO: L.

X. CHRIS TREATS (1)

1 - SKINIMAX - ALL NIGHT "TITTIE FLICK" FESTIVAL GETS THE TESTOSTERONE 'A PERKOLATIN'. +2 NUTS. GOTO EE.

2 - SWEDISH FISH - THESE YUMMIE RED CONFECTIONS PROMOTE A FEELING OF GENERAL WELL BEING. YOU HAVE 2 JG SCATTERED THROUGH YOUR POCKETS, EACH ABLE TO HEAL 1-6 D.L.S. GO TO: S.

3 - GIRL DRINKS - GRASSHOPPERS, DRED COOKIES, OR GENERALLY ANY MIXED DRINK THAT INVOLVES ICE CREAM, SWEETS, AND A NOTORIZED UMBRELLA BIGGER THAN THE GLASS. MOUTH +2, THOUGH YOU ARE OFTEN ASKED AS TO YOUR FAVORITE JOAN CRAUFORD PICTURE WAS. GO TO FF.

4 - FAST CARS - YOUR EXPERIENCE DRIVING THE "BITCHIN CAMERO" HAS HELP OVER TO THIS LIFE. PILOT CLUSTER AT 3. GO TO: E.

5 - MEAT SAUCE - THIS HEARTY LIBATION, LIBERALLY SPOONED OVER YOUR FAVORITE PASTA PRODUCT HAS A THE BODY BUILDING POTENTIAL OF HORSE TESTOSTERONE WITHOUT THE NASTY SIDE EFFECTS. +2 MEAT. GO TO I.

6 - CALLED IN SICK - TO SPEND THE DAY PLAYING A 5000 POINT GAME OF 401 K. FAR & CLOSE COMBAT SKILL CLUSTERS BOTH AT 4. GOTO B.

Y. CORNHOLED BY GOD (0)

1 - GOD, EN GOING OVER HIS BOOKS, DECIDES THAT THERE ARE BETTER USES FOR SKIN THAN TO HOLD YOUR SORRY ASS TOGETHER. DEAD & DONE.

2 - GOD HOLDS YOU PERSONALLY RESPONSIBLE FOR THE SUFFERING AND DEATH OF JESUS CHRIST. CRUSHING GUILT MAKES EVERY WAKING DAY UNBELIEVABLY HELLISH, AND YOUR SLEEP IS WRACKED BY HORRIFIC NIGHTMARES. FLIP A COIN EVERY DAY. HEADS:

3 - THE MAN UPSTAIRS HAS A SERIOUS PROBLEM WITH YOUR ATTITUDE. PAINFUL BOILS MAKE IT IMPOSSIBLE FOR YOU TO WEAR ARMOR OF ANY TYPE. GOTO L.

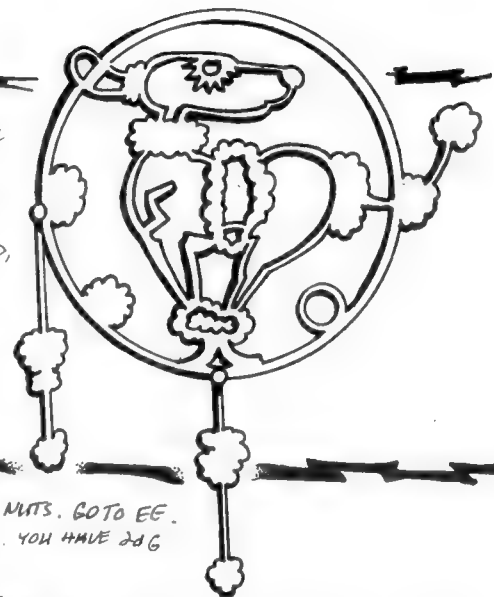
4 - THE MARK OF CAINE - PEOPLE CAN TELL, JUST BY LOOKING AT YOU, THAT THERE'S BLESSINGS APLENTY FOR THE ONE WHO BRINGS YOU DOWN. 5 BIG PRIKUDOS FOR YOUR HEAD! GO TO L.

5 - HAPLESS VICTIM OF DIVINE COMEDY. YOU HAVE NO THUMBS. GO TO L.

6 - DEATH COMES AS SWEET RELIEF TO YOUR TORTURED EXISTENCE... OR NOT, BECAUSE YOU'RE

DAMNED TO HELL, THERE TO SUFFER FOR ALL ETERNITY AS THE DEVIL'S LOOFAH!

HA You know DONE.



Z. BLESSED BY THE ALMIGHTY (1)

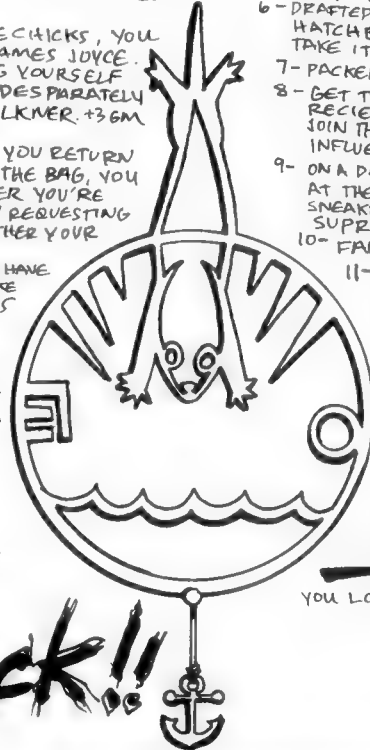


1. YOU MEET BUDDHA IN AN AIRPORT STRIP BAR, HE GIVES YOU A GREAT DEAL ON TICKETS TO "UP WITH PEOPLE."
2. REALIZE THE SERVING TRAY YOU ARE USING FOR THE SOUP-MIXUP IS ACTUALLY THE LID OF THE LOST ARK. THE WRATH OF GOD NOW COURSES THROUGH YOUR VEINS WITH ONLY GOODNESS, YOU RECEIVE EVERY COMBAT SKILL AT 3. GO TO FF.
3. A VISION OF SHIVA COMES TO YOU IN A DREAM, AND SHE'S WICKED BULLSHIT. YOU HAVE BEEN CHOSEN AS A WARRIOR OF FAITH AGAINST THE UNION OF MEN THAT SO BRAZENLY DESIGRATES THE HOLY BOVINE IMAGE. YOU ARE GRANTED A +10 ON ANY ROLL AGAINST CONFEDERATE ANYTHING. GO TO O.
4. VERY PAINFUL SPLINTER ACTUALLY A PIECE OF THE TRUE CROSS. 1/2 DAMAGE FROM ANYTHING ALWAYS. WALK WITH A LIMP. GO TO X.
5. ONE TIME ONLY GALACTIC SHOPPING NETWORK OFFER LANDS YOU THE "POCKET MECCA." NOT ONLY DO TRILLIONS PEAN IN YOUR DIRECTION TWICE DAILY (WINKS AN EGO BOOSTEN ITSELF: PLUS 4 NUTS), BUT YOU HAVE A NIGH INSTANT COMBAT HORDE OF 106 THOUSAND ANYTIME YOU WISH.
6. A MAN IN FADED COLOURED JACKET SHOWS UP AT THE DOOR, AND WITHOUT ANY INTRODUCTION, HE HANDS YOU A BRIEFCASE PACKED TO BURST ALONG WITH A SMALL HANDWRITTEN NOTE: "YOU'RE THE SECOND COMING. KEEP IT UNDER YOUR HAT, DAD." ALL STATS AT 10, EVERY SKILL AT 3, HEAL TRIPLE, NO WRATH OF GOD.

AA. ADDICTIONS (1)



- YOU LOSE - YOU ARE A VICTIM OF THE LST RIPPES OF THE DREADED CHIA COCCUS PLAGUE -- THE FUZZY GREEN DEATH. AN UNKNOWN ALIEN RACE BENT ON THE DESTRUCTION OF HUMANITY. BENT DOOR DOOR THROUGHOUT THE COW POSING AS SALESMEN. THEIR WARES SEEMED HARMLESS ENOUGH - ATTRACTIVE RED CLAY ANIMALS THAT GREW PULSY GREEN COATS WHEN WATERED. LITTLE DID THE CUSTOMER SUSPECT THAT THESE CHIA BOMBS WERE ACTUALLY A GENETICALLY TAILORED BREW OF HYPER-CONTAGIOUS VILLAINY. BILLIONS LOST THEIR LIVES -- YOU BARELY RECEIVED THE VAXINE IN TIME. THE MUBBLY BUDS HAD ALREADY COVERED YOUR BODY LIKE A FLESHY SHAG CARPET. NOW YOU MUST CONSUME A VIAL OF THE CURE ON A WEEKLY BASES LEST YOU SUCCEMB TO THE DISEASE (THE GROWTHS RETURN WITHOUT IT -- ONE TIME, WITHOUT THE DRUG FOR TWO WEEKS, YOUR FORM HAD BEGUN TO RESEMBLE A HUGE HILL OF SPOILED PESTO. GO TO E.
3. CORNNUTS, YES CORNNUTS, AND DON'T THINK YOU WOULDN'T KILL FOR THE BBR KIND. GOD-COO ABILITY GRANTS YOU +2 FT. GO TO G.
 4. BECAUSE YOU HEARD BEING A "BAD BOY" IMPRESSES THE CHICKS, YOU SET OUT TO MEMORIZE THE COMPLETE WORKS OF JAMES JOYCE. YOU REALIZE YOUR FOLLY TOO LATE, BEFORE LONG FINDING YOURSELF PROWLING THE BOWERY STRUNG OUT ON LOUIS L'AMOUR DESPERATELY TRYING TO SCORE SOME READER'S DIGEST CONDENSED FAULKNER. +3 GM. GO TO U.
 5. AFTER ACCIDENTALLY SWITCHING BAGS AT THE MUSIC STORE, YOU RETURN HOME TO FIND A SINGLE OF LIONEL RITCHIE'S "HELLO" IN THE BAG, YOU SHRUG YOUR SHOULDERS AND GIVE IT A SHOT. MONTHS LATER YOU'RE SPENDING 70% OF YOUR INCOME ON ADULT CONTENT PORNARY REQUESTING "PIANO MAN" AT BARS, AND FINALLY GROW A MUSTACHE. FEATHER YOUR HAIR, AND BECOME A YANINI GROUPIE. -1 NUTS. GO TO R.
 6. ON YOUR FIRST TASTE OF THE STUFF, YOU KNEW YOU COULD NEVER HAVE ENOUGH. THE HOT, SLOW, LIQUID POURING DOWN YOUR THROAT LIKE MELTING WHITE HONEYCOMB, OH YES THE CREAMY. PIPING GOODNESS OF FINE ALFREDO SAUCE. +1 MEAT. GO TO V.
 7. HELLO, MY NAMES BILLY (HI BILLY) AND... I PLAY COLLECTABLE CARD GAMES. MY WIFE ASKED ME TO COME HERE. I, UM... (ITS OK THEN THIS GUY SAID HE COULD GET ME 30 DARK PACKS AT A DISCOUNT... SO I USED UP OUR SON'S LEUKEMIA TREATMENT MONEY. I'M ASHAMED AND I NEED HELP (WE'LL HELP YOU BILLY!!) +1 GM. GO TO CC.
 8. OH, THE BLACK SWIRLING MYSTERIES OF JAVA. BITTER GOODNESS. YOU NEVER NEED TO SLEEP AGAIN OR CAN BECOME A GAME DESIGNER. +2 FT. GO TO B.
 9. HIME HIT ME HIT ME HIT ME HIT ME HIT ME. GAMBLING. +1 MD AND GM. GO TO JJ.
 10. ROCKY MOUNTAIN OYSTERS. +5 NUTS. GO TO II.
 11. THINK OF THE STEROIDS IN YOUR SYSTEM AS AN EXERCISE IN THE CONSERVATION OF MASS. AS SOME THINGS GET BIGGER, OTHERS GET SMALLER. +2 MEAT, -2 NUTS GO TO KK.



BOX CARS -

SMACK! SWEET SMACK!!

BB. HAM (0)



- YOU LOSE - POSSESSED BY THE DISEMBOIDED SPIRIT OF TOAD McPHARLIN, AS IT ROAMS THE GALAXY LOOKING FOR ATTENTION. CONSEQUENTLY, EVERY PORE OF YOUR SKIN IS TWISTED INTO A PUCKERING, BLISTERED ASSHOLE, EACH IN A CONTINUOUS EPIDERMAL CHORUS "ME! ME! I'M BETTER THAN YOU ALL". HEY, EVERYONES GOT OPINIONS. GO TO Y.
3. SELECTED AT RANDOM BY THE GALACTIC ORDER OF DEVOTED SERVANTS AND QUESTION. LESS, UNDENIABLE, ABBERANT DONATISM TO BE THEIR "MARTYR OF THE YEAR" AND THE HUNT BEGINS. YOU ARE HUNTED. +3 MOVEMENT CLUSTER. GO TO U.
 4. REMINISCING OVER OLD ALBUMS YOU PUT ON GRACE JONES' "NIGHTCLUBBING" ONLY TO REALIZE THE ACTUAL MEANING OF "PULL UP TO THE BUMPER" TRAUMA ENSUES. WITHSTAND BAGPIPES SKILL AT 1. GO TO KK.
 5. THE ONLY SURVIVOR OF THE SPACELINER "THIS LOOKS NOTHING LIKE A SAUSAGE" YOU ARE STRANDED ON AN ASTEROID BASED "PONDEROSA" AND SO, FACED WITH THE ALTERNATIVE, EAT YOUR OWN FOOT. TAKE IT LIKE A MAN CLUSTER AT 3, -1 FEET. GO TO W FROM HERE.
 6. DRAFTED BY THE PLAGUE RECLAMATION CORPS, YOU SPEND FOUR MONTHS HAULING HATCHBACKS OF BODIES BUNDLED LIKE KINDLING TO THE FEEDING PITS. TAKE IT LIKE A MAN CLUSTER AT 4, YOU GO TO I.
 7. PACKED IN A BOX FOR YEARS, BECOME AN ALBINO. TAKE IT LIKE A MAN 5. GO TO B.
 8. GET THE DAUGHTER OF A CARD CARRYING UPC MEMBER. REVEIVE A "PRICE" IN THE MAIL. LUCA BRAZZI SLEEPS WITH THE FISHES. YOU JOIN THE "HUNTED" SUBCLASS. 50,000 CHIT BOUNTY ON YOUR HEAD. FRIENDS AND INFLUENCING PEOPLE AT 4. GO TO E.
 9. ON A DARE YOU JOIN A RECORD CLUB, AND NOW THEY RECENTLY IMPOSE ON YOU AT THE MOST INCONVENIENT TIMES POSSIBLE (ALA ON THE JOHN, IN THE SACK, SNEAKING INTO HEAVILY ARMED MILITARY INSTALLATION.) HUNTED, SUPRISE! SUPRISE! ALSO GET SOCIAL INTERACTION AT 3, AND GO TO M.
 10. FALSE ALARM, JUST GAS. GO TO N.
 11. MISIDENTIFIED BY THE CIRCLE-K FELONS SCANNER, YOU SERVE 4 YEARS HARDLABOR AS A CETACEAN CUNNILINGUS TECHNICIAN, LUCKILY THAT WAS YOUR MINOR IN COLLEGE. -3 MD, +2 MEAT. GO TO D.
 12. MANAGING TO FINALE FRONT ROW TICKETS TO THE COW/S.N.E.E. PEACE SUMMIT (THE FIRST AND ONLY) YOU TAKE YOUR, SWEET, INNOCENT NEPHEW BUCKY, AS YOU THOUGHT HE MIGHT ENJOY A REAL TREATY SIGNING, BUT A TRAGIC RELAPSE OF BUCKY'S TOURETTE'S SHATTERS THE CEREMONIES, AFTER A SWIFT TRIAL THE BOY IS FED TO A HOARDE OF RABID MARMOSETS. YOU SPEND 10 YEARS IN PRISON. -2 MEAT, -2 FEET, GO TO FF.

CC. PRESSED HAM (0)



- YOU LOSE - ON A DARE YOU MOCK THE TRAGEDY OF "MIKEY" BY WASHING DOWN 7 PACKS OF POPROCKS WITH A LITER OF COKE. YOU'RE DEAD IN A COUPLE OF SHORT FROTHING SECONDS.
3. BITTEN BY A RADIOACTIVE SPIDER, YOU DEVELOP STOMACH CANCER, YOU CAN ONLY EAT JELLO, -1 MEAT, GO TO V. 'NUFF SAID.

DD. HALL OF JUSTICE (1)

YOU LOSE - TELEPATHIC LINK WITH MARINE LIFE. GREAT. YOU KNOW WHAT FISH THINK? EAT. EAT. EAT, EAT, EAT, SPAWN, EAT, SPAWN. GO TO W.

- 3- WHILE NOT QUITE ON FIRE, PER SE, YOUR ENTIRE BODY MAY SMOULDER AT WILL. SMOKE ON! GO TO JJ.
- 4- WITH A SUCCESSFUL GREYMATTA TEST, YOU MAY INSTANTLY TURN YOUR BODY TO A BLUEISH, COHERENT GAS. THE EFFECT LASTS YOUR MEAT IN HOURS, AND SMELLS QUITE LIKE FRIED BOLOGNA. GO TO Q.
- 5- YOU CAN MENTALLY CONTROL, SHAPE, AND WIELD PROCESSED MEAT PRODUCTS, AT A DISTANCE OF YOUR GREYMATTA IN YARDS. SAUSAGEKINESIS! GO TO BB.
- 6- PEOPLE BELIEVE YOU TO BE ONE OF THE FINEST DETECTIVES OF ALL TIME, WITH AN UNCANVY ABILITY TO SEE THE LITTLE CONNECTIONS OTHERS MISS. IN ACTUALITY, YOU'RE NOTHING SPECIAL, BUT THE CONSTANT FIELD YOU UNCONSCIOUSLY GENERATE (GREYMATTA IN YARDS) ACTIVELY CAUSES OTHERS TO MISS THE OBVIOUS. GO TO K.
- 7- YOU'RE THE TYPICAL, DIE CUT FOLL HOLD GRAM TYPE. STANDARD X-PERSON KIT: THONG SPIKEY SHOULDERPADS AND ARMOR (LARY), PLASMA BOLT PROJECTOR (A/D 10/3) YATTA, YATTA, YATTA, SURE YOU DON'T NEED CLAWS "BUB! WEENIE. GO TO AA.
- 8- EYE BEAMS, YOU MUST WEAR SPECIAL CORRECTIVE LENSES, SO YOU DON'T READ MUCH AND 15/2 RANGE: 200 FEET. GO TO C.
- 9- ABLE TO GENERATE OODLES OF CREAMY MUSHROOM SOUP FROM YOUR HANDS (RANGE 30 FEET) AND YOU CAN RIDE THE WAVE BY SPRAYING IN A DOWN WARD MANNER, AT SPEEDS UP TO 30 MPH. GO TO F.
- 10- THE DC AFTERLIFE, YOU CANNOT EVER TRULY DIE. YOU JUST COME BACK IN A LATER ISSUE WITH LONGER HAIR. GO TO CC.
- 11- CHECKING THE JAMMED DISPOSE-ALL IN YOUR NEW APARTMENT YOU SEE THE PROBLEM IS CAUSED BY A STRANGE GLOWING, GREEN RING UNDER THE COFFEE GROUNDS. YOU FIND IT GIVES YOU POWERS OF FLIGHT (SPORADICLY: 200) AND TO SCULPT ANY SOLID OBJECT OUT OF GREEN ENERGY. NOW IF YOU COULD JUST GET THAT GARDNER GUY TO STOP CALLING YOU. GO TO X.

BOXCARS - HERALD OF A SUPERENTITY, WHO GOT LAID OFF IN THE RECENT DOWNSIZING. SUPERFAST FLIGHT (ABOUT MARCH 3 IN ATMOSPHERE, WARP 3 IN SPACE) PICK TWO POWER OFF THIS CHART. GO TO V.

EE. RELIGIOUS EPIPHONY (1)

- 1- THE LORD ACTUALLY APPEARS TO YOU, IN ALL HIS SCINTILLATE AND HOLY GLORY. AS YOU'RE SITTING ON THE HEAD PERUSING THE LATEST ISSUE OF "MOSTLY LEGAL". BUT AFTER HIS COELESCENCE, HIS LOOKS ABOUT, PUZZLED, AND ASKS, "IS THIS ZIEZ", "NEXT DOOR", "THANKS" AND IN A PUFF OF FRANKINCENSE IS GONE. GO CLOSE, NEXT DOOR NEIGHBOR OF CHRIST. GO TO FF.
- 2- IN A VERY IMPORTANT LOOKING, OVERSIZED ENVELOPE, COVERED WITH WARNINGS ABOUT POSTAL CRIME OF VARIOUS TYPES, IS WHAT SEEMS TO BE A CHECK... BUT WHEN YOU OPEN IT IT'S EVEN BETTER - A PROCLAMATION FROM THE APOSTLE'S CLEARING HOUSE STATING: YOU MAY ALREADY BE THE SAVIOUR!! TRY OUR BLESSINGS FOR 30 DAYS FREE OF CHARGE. +1 TO ANY SKILL. GO TO H.
- 3- IN A FORTUNE COOKIE YOU RECEIVE THE FOLLOWING MESSAGE, "A BRAVE MAN MEETS CHALLENGE WITH PRUDENCE, BUT A SMART MAN KNOWS THAT A SINGLE JUMPSLUG CAN BE COAXED TO EMIT ITS JUMPMOVE BY WHISPERING SWEET NOTHINGS IN ITS EAR AND FLYING IT WITH A ROTTING ADOLESCENT DIPPED IN DRAMBUIE. DON'T TAKE ANY WOODEN NICKLES!" THE UNIVERSE IS YOURS GOTDC.
- 4- TRAPPED ALONE IN THE ROOT CELLAR OF A MONASTERY DURING THE FIREBOMBING OF PILGRIM IV, YOU STAVE OFF STARVATION BY EATING 3 CASES OF COMMUNION WAFERS, AND, IN A DRY MOOTHEED VISION SEE JESUS AS THE HOAGE OF LIFE, YOU AWAKE FILLED, AND NEVER NEEDING TO EAT AGAIN. TAKE IT LIKE A MAN CLUSTER AT Z. GO TO: W.
- 5- YOU DISCOVER THAT THE FATHER, SON, AND HOLY GHOST WERE ACTUALLY 3/4 TH'S OF A BARBERSHOP QUARTET IN THE 30'S, FAMOUS FOR THEIR RENDITION OF "BIG BAILEY" NET'S YOU 500D CHITS/MONTH. THEIR 4TH LOU "SWEET CHEEKS" ROSETTE COULD NOT BE REACHED FOR COMMENT. GO TO S.
- 6- FIND GOD'S WALLET ON SUBWAY PLATFORM: FAMILY SNAPSHOTS, TICKET STUB TO "ANYTHING GOES", TWO CREDIT CARDS (AMEX CORPORATE, AND PENNEY'S) 1. PHONE # FOR A "BABETTE" ON SANDS MATCHBOOK, PLAYER'S CLUB CARD, "LICENCE TO OGGLE", GO (THATS INFINITE CASH. GO TO E.






PRESSED HAM- CONT.

- 4- WIN A RADIO CALL IN CONTEST, TO BE GUEST HALFBACK FOR THE SPINNARD STEELERS. YOU FAIR PRETTY WELL UNTIL THE MIDDLE OF THE THIRD QUARTER, WHEN EVERY NIGHT YOU EVER SPENT LAZING BACK WITH A CASE OF TALLBOYS IN YOUR BARCALOUNGER, WATCHING RERUNS OF "THE MAN FROM ATLANTIS", WITH A BAG OF SALT AND VINEGAR LAYS THAT'S BEEN THERE SO LONG THEY'RE SEEPING GREASE INTO THE WATERABLE; CATCHES UP WITH YOU IN THE FORM OF A MINDBENDING CRAMP, YOUR BODY PULLS ITSELF INTO A 3FT. DIAMETER MEAT AND SINEW VERSION OF A GOLF BALL. YEARS OF SEPERATIVE SURGURY AND THERAPY LATER, YOU'RE ALMOST FULLY RECOVERED (YOUR FRIENDS STILL SAY YOU HAVE A "PINCHED" LOOK) FEAR OF A RELAPSE STILL LOOMS OVER YOUR EVERY MOVE. (H.M.'S DISCRETION) GO TO T.
- 5- DEVELOP A GOITER SO BIG, IT FALLS OFF, AND FOLLOWS YOU EVERYWHERE, CALLING ITSELF "EDDIE, THE GOITER BOY" SEE THE SIDE-KICK CHARTS "YOU LOSE" GO TO II.
- 6- YOU ARE DIRTY AND BAD.
- 7- SHORTLY AFTER YOU LOSE YOUR CREDIT CARDS, THE IMPERIAL GUARDS ARRIVE TO TAKE YOU AWAY - IT SEEMS SOMEONE SENT \$50,000,000 WORTH OF SUPEREXTENDO NUCLEAR MASSAGE RODS TO FRINCESS NOSTRILLA DURING HIGH MASS, THE FACT THAT SHE ACCEPTED DELIVERY NOTWITHSTANDING, YOU ARE SENTENCED TO RANDOM DEATH. EVERY CELL IN YOUR BODY IS SATURATED WITH NANDOMITE AND YOU DO YOU DOUBLE DAMAGE. GO TO C.
- 8- YOU SHOULD HAVE SUSPECTED SOMETHING WHEN YOU SAW THE ORBITAL CLUB'S NAME WAS "THE COCONUT GROVE" AFTER MIRACULOUSLY SURVIVING REENTRY, THEY PULLED YOU FROM THE FLAMING MASS, BUT YOU NOW WEAR A PERMANENT RESPIRATOR, AS YOUR LUNGS RESEMBLE SMALLISH, DEEP FRIED EGGPLANTS. IRON LUNG ARMOR A.L. 2, -4 FEET, GO TO G.
- 9- IN DESPERATE NEED OF CASH, YOU BECOME A HUMAN GUINEA PIG FOR A PHARMACEUTICAL FIRM; AND QUICKER THAN YOU CAN SAY "MEUGEE" THEY REMOVE YOUR SKIN, REPLACING IT WITH A SNUG WEB OF 2000 NICOTINE PATCHES, THEY SLAP 20 CHITS IN YOUR HAND, AND REQUIRE YOU TO REPORT EVERY THIRD THURSDAY TO REPORT ON ANY ADVERSE EFFECTS. +2 FEET, -1 GREYMATTA; GO TO DD. - THATS DD IN CAPITALS.
- 10- WHILE COOKING BREAKFAST ONE MORNING, YOU BURN YOUR FINGER ON THE STOVE, JUMPING BACKWARDS AND KNOCKING A GLASS OFF THE TABLE. DEFTLY SLAMMING YOUR HEEL DOWN ON A JAGGED SHARD, YOU SCREAM AT THE TOP OF YOUR LUNGS, CONVINCING MR. DAWSON NEXT DOOR, THAT WHILE HE HAS BEEN DREAMING ABOUT THE WOMAN WHO WORKS BEHIND THE COUNTER AT THE PLACE WHERE HE BUYS HIS TRUSC CLAMPS, HE HAS ACCIDENTLY RUN OVER HIS YOUNGEST SON WITH HIS DICK CARBOLG TRIPLE FAN MULTI-SHREDDER / LEAF INCINERATOR MISTER MEGAMOW MAN. STRICKEN WITH GREIF HE RUNS INDOORS, TURNS ON THE GAS, AND CUES UP SWEATIN' TO THE OLDIES JUST TO MAKE HIMSELF FEEL HARDER. BUT LITTLE DID HE KNOW, HOWEVER, THAT THERE WAS A SHORT IN THE EQUALIZER. SO HALF WAY THROUGH, HIS CHARRED, FLAKING, AND GINGERLY SMOKING PAISLEY GOLF SHORTS ARE BLOWN CLEAR THROUGH THE BAY WINDOW, BEYOND ALL CAPACITY FOR FACIAL EXPRESSION, YOU STUMBLE OUT OF THE HOUSE TO SURVEY THE WRECKAGE, ONLY TO TRIP OVER THE SPRINKLER YOU FORGOT TO TAKE IN LAST FALL, AND DROP NORBERT'S BICYCLE, LADEN WITH UNDELIVERED NEWSPAPERS THE CHILD, SWEAVING POORLY RIDES STRAIGHT OVER THE EMBANKMENT TO THE INTERSTATE, LANDING ATOP A PASSING HONEYWAGON. MAKING FRIENDS, AND INFLUENCING PEOPLE 4. GO TO P.
- 11- SNEEZE WHILE TWO FISTING IT AT A SHRIMP BUFFET. YUP, TOTALLY BLIND. GO TO A.

BOXCARS - SNEEZE WHILE TWO FISTING IT WITH A SODOMY BIKER. YUP, QUADRAPALEGIC. WHEEL ON OVER TO J.



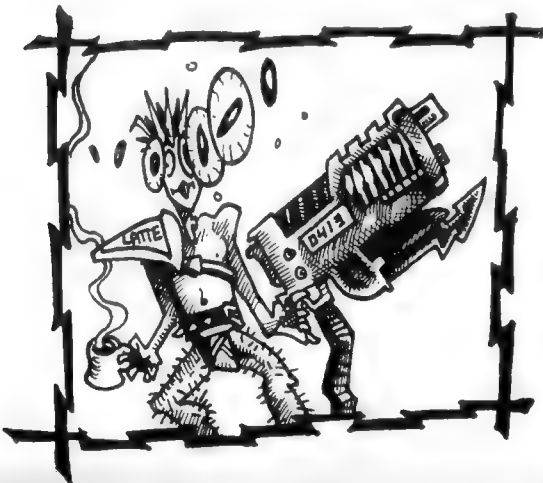
FF BAR (1)

- 1-  +1 MEAT
- 2-  +1 NUTS
- 3-  +1 GREYMATTA
- 4-  +1 MOUTH
- 5-  +1 FEET

6- TOM COLLINS, 80 PROOF. FISTICUFFS CLUSTER AT 4. GO TO, KK.

GG CAFFINATED (1)

- 1- DECAFE, -1 NUTS, YOU HAZELNUT WUSS. GO TO X.
- 2- REGULAR, +1 TO ALL STATS FOR 1 "GAME HOUR" AFTER BREAKFAST. GO TO G.
- 3- LIGHT, AS REGULAR, PLUS A PERMANENT +1 NUTS FOR DITCHING THE SUGAR FAIRY. GO TO EE, HAIL JESUS.
- 4- BLACK, YOU BIG MAN, AS REGULAR, BUT +2 NUTS, SLEEP NOW OPTIONAL. GO TO AA.
- 5- ESPRESSO, +1 ALL STATS... BIAH, SLEEP.. BIAH AND THE GOOD STUFF, +2 NUTS, +1 FEET, GO MAN GO, TO F.
- 6- TURKISH, +2 TO ALL STATS FOR THE MAGIC HOUR, CAN DRINK MORE THAN ONE CUP A DAY, BUT YOU TAKE 5 DAMAGE LVL'S AUTOMATICALLY AS THIS FLESH EATING CAFF, BURNS THROUGH YOUR INNARDS WITH ALL THE CARE OF A ROGUE BACKHOE. SPECIAL ATTACK: DRINK 3 CUPS AT ONCE, (AND TAKE TWO 15 D.L.'S) AND YOU CAN PISS PURE NAPALM (AID 18/5). RANGE 10 FT. WITH A GOOD WIND. GO TO, N.



HH DEEP SHIFT NINE (1)

YOU LOSE - TRANSPORTER MALFUNCTION TURNS YOU INTO A SHAMELESS PLOT DEVICE, ROLL A DIE DAILY 1-3 SAFE, 4-6 KIDNAPPED BY CONVENTIONEERS AND KEPT CHAINED IN BASEMENT WELL (IT PUTS THE LOTION ON ITS SKIN...) GO TO, F.

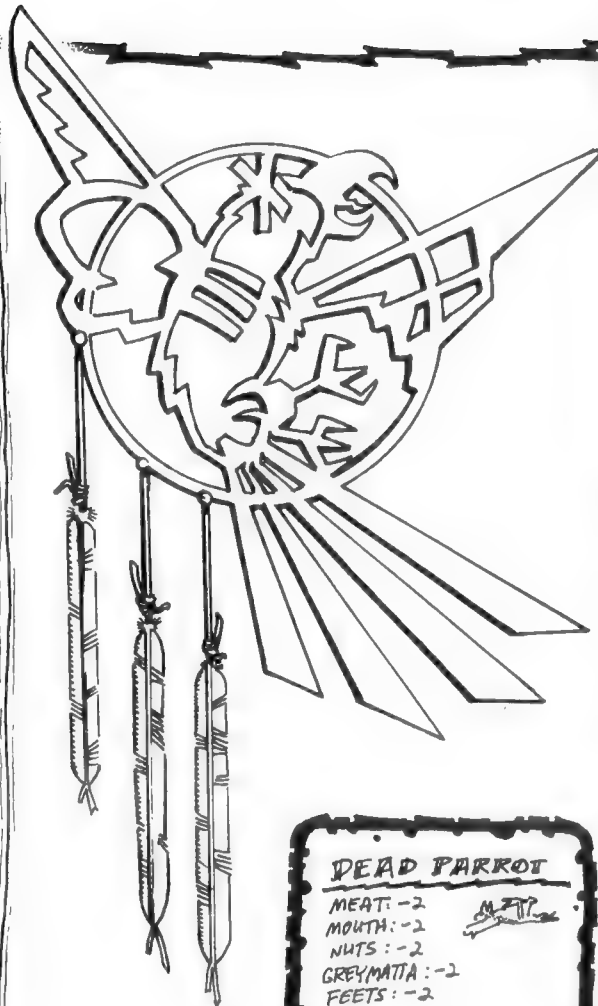
- 3- YOU MUST FEED VOL. MAKING FRIENDS AND INFLUENCING PEOPLE CLUSTER AT 3. GO TO B.
 - 4- THE PRETTY FLOWERS YOU BOUGHT FROM THE SMILING GUY IN THE JUMPSUIT SET IN YOUR FACE. YOU ARE HAPPY, EVERYONE MUST BE HAPPY. SMACK SKILL AT 3. GO TO D.
 - 5- FORCED INTO COMBAT WITH SOME EXTRA IN A CHEAP DIMESTORE LATEX COSTUME STOLEN FROM THE SET OF "I WAS A TEENAGED CROCKMAN" - SOMEHOW THE BLAZING ARIZONA SUN MELTS THE LONG DORMANT "MAGUYVER OBLONGATA" SECTION OF YOUR BRAIN AND YOU DEFEAT THE DISGRUNTLED SAG. MEMBER WITH A HOMEMADE CANNON. TECH CLUSTER AT 2. GO TO I.
 - 6- AFTER RECEIVING A GOOD, SOUND BUNK ON THE HEAD, YOU WAKE UP THINKING YOU'RE SOME KIND OF INDIGENOUS AMERICAN. TO CREATE YOUR NAME, SIMPLY ADD AN "O" BEFORE THE LAST LETTER, KIROK, BILD, STEVOE, PETEOR, OR BOOB. POSTURING CLUSTER AT 2. GO TO E.
 - 7- FREE BAG OF 10 REGULATION DEATH... AH, RED SHIRTS TO PASS OUT TO YOUR FRIENDS. GO TO FF, BECAUSE WE ALL KNOW WHAT THE RED SHIRT MEANS.
 - 8- WHILE SURVEYING AN OUTLAND WORLD, YOUR CREW COMES ACROSS THE MANGLED, MELTED HUSK OF Y-EEERS OLDER, RETARDED BROTHER. VOY-ER. IT PLEADS PATHETICALLY WITH YOU TO LET IT TOUCH ITS CREATOR, BUT INSTEAD YOU PRY OUT THE LP INSIDE AND SELL IT TO SIR MIX-A-LOT. PLUS 1000 CHITS. GO TO, J.
 - 9- TEMPORAL ANOMALY. ROLL AGAIN. YEAH I HATE WHEN CHARTS DO THIS SHIT TOO. C'MON LIKE YOU COULDN'T THINK OF ONE MORE FUCKIN' THING, HAVE TO JACK US THROUGH IT ALL AGAIN?
 - 10- AROUND YOU, ENEMIES THAT WERE BEFORE THOUGHT OF AS REMORSELESS, GENOCIDIC, POWER HUNGRY, BACK-STABBING, INHUMAN FIENDS, THAT WOULD SKIN THEIR KIDS TO REUPHOLSTER THE DIVAN, SUDDENLY HAVE A CHANGE OF HEART, AND YOU CAN "UNDERSTAND" HOW THEY WENT AWRY. ROLL ONE d6! ON A 1-2 YOU CAN BEFRIEND ONE, AND NAME IT SOMETHING PLUSH AND MARKETABLE. GO TO P.
 - 11- EVERY LANGUAGE, KNOWN OR UNKNOWN, REAL, GIBBERISH, HUMAN, MACHINE, OR ANIMAL, SOUNDS EXACTLY LIKE AMERICAN ENGLISH TO YOU. GO TO BB.
- BOXCARS - IF YOU MAKE A GREYMATTA CHECK OF GERBIL IN THE BATHHOUSE DIFFICULTY (-9), YOU MAY LET A WEAPON'S LETHAL DISCHARGE PASS STRAIGHT THROUGH YOU, WITHOUT EVEN A STRETCH MARK. YOU JUST CONVINCED YOURSELF IT'S MERELY AN ILLUSION. GO TO L.



II MUTATIONS (1)

- YOU LOSE - BUBBLES SUBDERMAL WELLINGS OF PUS, BUILD TO THE SIZE OF TURKEY DUMPLINGS BENEATH YOUR FOREHEAD, VIOLENTLY EXPLODING OUTWARD UPON THE SLIGHTEST FACIAL TICK, BECAUSE OF THIS, YOU HAVE DEVELOPED VENTRILOQUISTIC POWERS NOT SEEN SINCE LAMBCHOP. ALSO AT CERTAIN RANGES (2d6 FEET) MAKES A FINE SHOCK WEAPON (AID 10/STUNNED IN HORROR) GO TO, M.
- 3- CONTINUOUS MOLTING. CLEVER MUTANTS WILL SLIDE CAREFULLY OUT OF THEIR SKIN, FILL IT WITH HELIUM, PUT A HAT ON IT AND USE IT AS A BATTLE DECAY. ALSO MAKES GOOD SANDWICH BAGGIES GO TO, HH.
 - 4- ALL YOUR LOWER VITALS ARE FINE EXAMPLES OF EFFICIENT BIOCHEMICAL MINUTURIZATION, YOU HAVE A ONE SQUARE FOOT PERSONAL V-STOR-IT TO KEEP KNICK KNACK COLLECTION IN. GO TO U.
 - 5- A THIN, BUT TOUGH CHITENOUS, FACETED, PLATING HAS FORMED BENEATH YOUR SKIN (AR 5) GO TO, T.
 - 6- BIOELECTRIC CAPACITORS FORM A WEB THROUGHOUT YOUR BODY. STORING UP STATIC THAT YOU MAY DISCHARGE UP TO (YOUR MEAT) TIMES A DAY. (AID 7/1, WITH ASSISTANCE FROM ORIENTAL RUGS 11/2) SNAP, SIZZLE, POP, FRIED TESTES. GO TO, GG.
 - 7- PREHENSILE TAIL, PARTY ON, MONKEYBOY. GO TO S.
 - 8- YOUR INNARDS ARE ABLE TO PROCESS CRUDE OIL DERIVATIVES AND SOFT METALS FOR NOURISHMENT, SURE ITS HANDY, BUT I DOUBT TOO MANY HAVE BEEN KEEPING TRACK OF YOUR IRON RATIONS. GO TO R.
 - 9- HYPERACTIVE WHITE BLOOD CELLS, ARE AS READY AND WILLING TO LEAP INTO ACTION AS A PACK OF BOYSCOUTS WITH THE HOT OIL AT A SPAUNA BATH. YOU HEAL AT A TRIPLE RATE. GO TO V.
 - 10- YOUR EXTENSIBLE/RETRACTIBLE OPTIC NERVES MAY UNCOIL UP TO 3d6 FEET OUT OF YOUR HEAD. VERY POPULAR WITH THE LADIES. GO TO KK.
 - 11- DETERMINED LUNGS. MAY BREATHE ANY GAS OR LIQUID AT ROOMTEMPERATURE. GO TO, O.
 - 12- INCREDIBLY RESILIENT INTERCELLULAR KNITTING ALLOWS YOU TO SURVIVE EXTREMES OF TEMPERATURE AND PRESSURE, UP TO, AND INCLUDING VACUUM, LONG ENOUGH TO SKIMP THE BROTHERS KARAMAZOV (GREYMATTA IN HOURS) GO TO, H.

Roll Your Own (1)



- 1- CAUGHT BY THE BORDER PATROL WITH 10 BOXES OF CONTRABAND CHEESE CAKE, A DEATH SENTENCE IN MOST SECTORS. INSTEAD THEY SIMPLY FORCE FEED IT TO YOU. YOU GAIN 300 LBS. BUT WHATS THE PENALTY FOR OBESITY? GO TO W.
- 2- EXTENSIVE, ILLEGAL BIODOPHIN RESEARCH PERFORMED ON YOU BY YOUR GRANDPARENTS 4 YEARS ARE BLOWN IN THE HALLUCINATORY WORLD OF "POPPY TOWN" WHERE YOU BECOME INTIMATE FRIENDS WITH MR. HAPPY SLACKS, PRINCESS MECONIUM, AND JARVIS THE DISCIPLINARIAN. THE PSYCHO PHYSIOLOGICAL DAMAGE IS EXTENSIVE AND OFTEN YOU WILL STEROID INJECTORS THEY INSTALLED GO TO D.
- 3- A WEB OF CONNECTIONS STRINGS OUT FROM YOU, FROM THE LOWEST GUTTER TO THE HIGHEST ROSE WINDOW. NOTHING IS OUT OF YOUR REACH. BUT, REMEMBER THE BEST BUTCHER IS A VEGETARIAN UPON MEETING NEW PEOPLE ROLL A D6. 1-3 YOU KNOW EM ALREADY, AND THEY OWE YOU. 4-6, YOU KNOW EM ALREADY, BUT WISH THEY'D JUST FORGET. GO TO V.
- 4- YOU COME HOME TO FIND YOUR SPOUSE PLAYING. "HIDE THE SALAM" WITH THE CAST OF "JOSEPH AND THE AMAZING TECHNICOLOR DREAMGOAT" SHOT EVERYONE AND WENT ON A NINE WORLD BENDER, NOW YOU'VE FINALLY COME TO AND YOU HAVE NO IDEA WHERE YOU ARE, WHO YOU ARE, AND HOW'D YOU GET ALL THIS STUFF. GO TO Q.
- 5- STILL COMING DOWN FROM THE JAGPATCH YOU SLAPPED 8 MONTHS AGO. INFECTS YOUR STOMACH LINING WITH MICROBES DESIGNED TO TRANSMUTE ANY LIQUID INTAKE TO DISEASE (THAT SHIT WILL KILL ANYTHING) GO TO R.
6. IN THE AFTERMATH OF THE VICIOUS BATTLE OF BAKLAVA, SHIP WITH THEIR BELLIES TORN WIDE TO THE FREEZING HOOVER OF SPACE LIKE SO MANY ANDROID CAESARIANS, WERE YOU AND YOUR ASSOCIATES COME ACROSS THE MOTHERLOAD, THE FRIGATE 'BASS DIFFERENS', A MED-SUPPLY HAULER, LOADED TO THE BILGE WITH LIQUID MUSEMENE. COMMONLY CALLED "MOOSE", ORDERED SPECIAL BY THE BAKLAVIAN WAR COUNCIL TO HELP THEM HATCH A PLAN TO SAVE THEIR WORLD. MOOSE FORCES THE CREATIVE CENTERS OF THE BRAIN INTO OVERDRIVE, TURNING THE USER INTO AN INTELLECTUAL JUGGERNAUT. YOU BECOME FABULOUSLY RICH SELLING TO ALL STRATOS OF SOCIETY (ESPECIALLY THE DICKENS BOYS) AS WELL AS HOPELESSLY ADDICTED +5 GREYMATIA. GO TO C.

It's Rainin' Men (6)

HALLELUIA!

- 1- HOOKS TO WIRES, WIRES TO CHAINS, CHAINS TO TIGHT. CHAFING RUBBER PANTS, COMPACTING A FULL BLADDER, ON A DIET OF NOTHING BUT BRAN. LOVIN' IN THE OVEN. +1 NUTS GO TO A. GO TO CC.
- 2- YOU SIMPLY FIND IT IMPOSSIBLE TO WALK WITHOUT FOUR POUNDS OF SUET IN YOUR SHORTS GO TO CC.
- 3- ARMOR CROSSDRESSING. IT LIFTS AND SEPARATES. FRIENDS AND INFLUENCING PEOPLE AT 2. GO TO E.
- 4- AS AN INFANT, SHE SANG TO YOU, TELLING YOU TALES OF SWEET CINNAMON DAYS AND LANGUID NIGHTS SWADDLED IN THE SLOW DANCE OF FIREFLYS. SHE HELPED YOUR HAND THROUGH YOUR FORMATIVE YEARS, TEACHING, COMFORTING YOU. SHE WAS EVERYTHING EVEN WHEN YOUR PARENTS WERE DRAGGED TO THE PITS. YOU DIDN'T CRY UNTIL YOU SAW IT IN HER FACE. CATHODE RAY TUBE. REALITY IS ONLY VISIBLE THROUGH HER EYES. TECH CLUSTER AT 3. ONLY BELIEVE THINGS ON TV. GO TO U.
- 5- DON'T WORRY. YOU'VE NEVER DONE ANYTHING ABOUT IT, YOU CAN KEEP IT IN CHECK. YOU HAVE TO. ITS JUST... THE CREAMY FILLINGS, THAT TEMPTING SHAPE. DONUTS, CRULLERS, A SHAME TO MERELY CONSUME. NUTS +1. GO TO GB.
- 6- YOU DO IT FOR THE PRETTY, PRETTY BIRDS. STONE HAWKS, IRON SANDPIPERS, BONE WHITE THRUSH, LOST IN A SWARM OF MARROW GNATS. ONLY YOU CAN MAKE THEM FLY, YOU AND A LITTLE PLASTIQUE. FAR COMBAT CLUSTER AT 3. GO TO M.

POPE MAN

GRAYMATTER: 4
MEAT: 6
MOUTH: 8
FEET: 7
NUTS: 5

TOTAL
ARMOR: 12

WILDNESS: Eternal SEX: NOT A RELLY
BENT: Fucked up! IMPORTANT PART
Praise Jesus! OF HIS LIFE

-SKILLS-

SHOOTIN' PRETTY BIG RELICS: 12

SEEK THE GUILTY: 10

ORGANIZE BINGO: 10

RUNNING BLINDLY INTO
ETERNAL DAMNATION

(CAUSE GOD IS ON
YOUR SIDE)

11

MAKE
SINNERS
STOP SINNING
WITH YOUR FIST:

12

PONDEROUS RHETORIC:

14

DRAMATIC ENTRY: 8

CAUSE BURNING IN
HELLISH AGONY: 12

EQUIP- STUFF

MITRE-MAX PAPAL
PROTECTION GEAR
(ARMOR 6)

RELIC LEVEL 6
CRUSADER ASSULT
CANNON

16/2 (+4)
pepper up
to 3/C

REALLY,
HOLY
EYESCOPE /
(BUILT INTO HELMET)

HOST, MASS EQUIPMENT

CLOAK OF LEVITATION
(THE CLOAK LEVITATES
THAT IS, NOT HIM, BUT
MAKES A GREAT CONVERSATION
PIECE AT PARTIES)
200 grobules.

SPECIAL ABILITIES:

TURNS UNDEAD ON A 6+
(what ever they are)

CONTRARY TO POPULAR BELIEF, EVIL IS NOT ALWAYS THIS DARK ANCIENT, BROODING, DRESSES IN BLACK, HAS HORNS AND LIVES IN A FIRERY PIT THING. INSTEAD, I HAS MANY GUISES. SOMETIMES EVIL

ALTAIR BOY

AHA: DANNY DARING

GREYMATTER: 7

MEAT : 2

MOUTH : 4

FEET : 8

NUTS : 4

WIDNESS: 13

BENT:

FUCKED
UP BUT
NEVER
BEEN
KISSED

TOTAL
ARMOR

: 3 (hey,
the things
almost a dress)

SKILLS

LIGHTBULB: 10

SNEAK: 11

MARTYR FETISH: 10

(ONLY REGARDING P.M.)

TRAPEZE ARTISTRY: 14

PSYCHO BRUCE LEE SHIT: 12

PUMMEL SOMETHING WITH
THE ASSISTANCE OF A
SACRED ARTIFACT: 6

POUTING LIPS: 9

RUN IN TIGHTS: 13

TYING KNOTS: 14

THRIFTY: 10

-EQUIPSTUFF-

SACRAMENTAL ROBES (ARMOR: 1)
WITH SCALED THONG

CANDLE SNUFFER (A/D 8/1)

BARREL OF MONKEYS GRENADE

FUZZY SLIPPERS

PAJAMAS WITH FEET

POUCH OF IRON RATIONS.

PRESENTS ITSELF AS SAY AN OVERPRICED RESTAURANT, WITH MEDIOCRE FOOD, AND A SNOOTY WAITSTAFF. MORE OFTEN HOWEVER IT SIMPLY

COMES AS ONE OF THOSE "ERNEST" MOVIES, OR A SYNDICATED COMIC STRIP THAT KEEPS APPEARING IN THE NEWSPAPER, WEEK AFTER WEEK, EVEN THOUGH NO ONE THINKS ITS FUNNY. EVIL IS VERY INSIDIOUS THAT WAY.

THEN THERE IS THAT WHOLE "GOD LOVES EVERYONE" BULLSHIT. AS A REPRESENTATIVE OF THE VICAR OF CHRIST, I FEEL DUALY AUTHORIZED TO TELL YOU THAT GOD

ALSO HATES THAT PEA BRAINED, KEG-STANDING JOCK THAT LIVES UPSTAIRS FROM YOU, BLASTING AN ENDLESS SUCESSION OF JIMMY BUFFET TUNES (MARGARITAVILLE... YUP,

EVIL). AND HE IS NOT WATCH-

YOU ALL OF THE TIME EITHER,

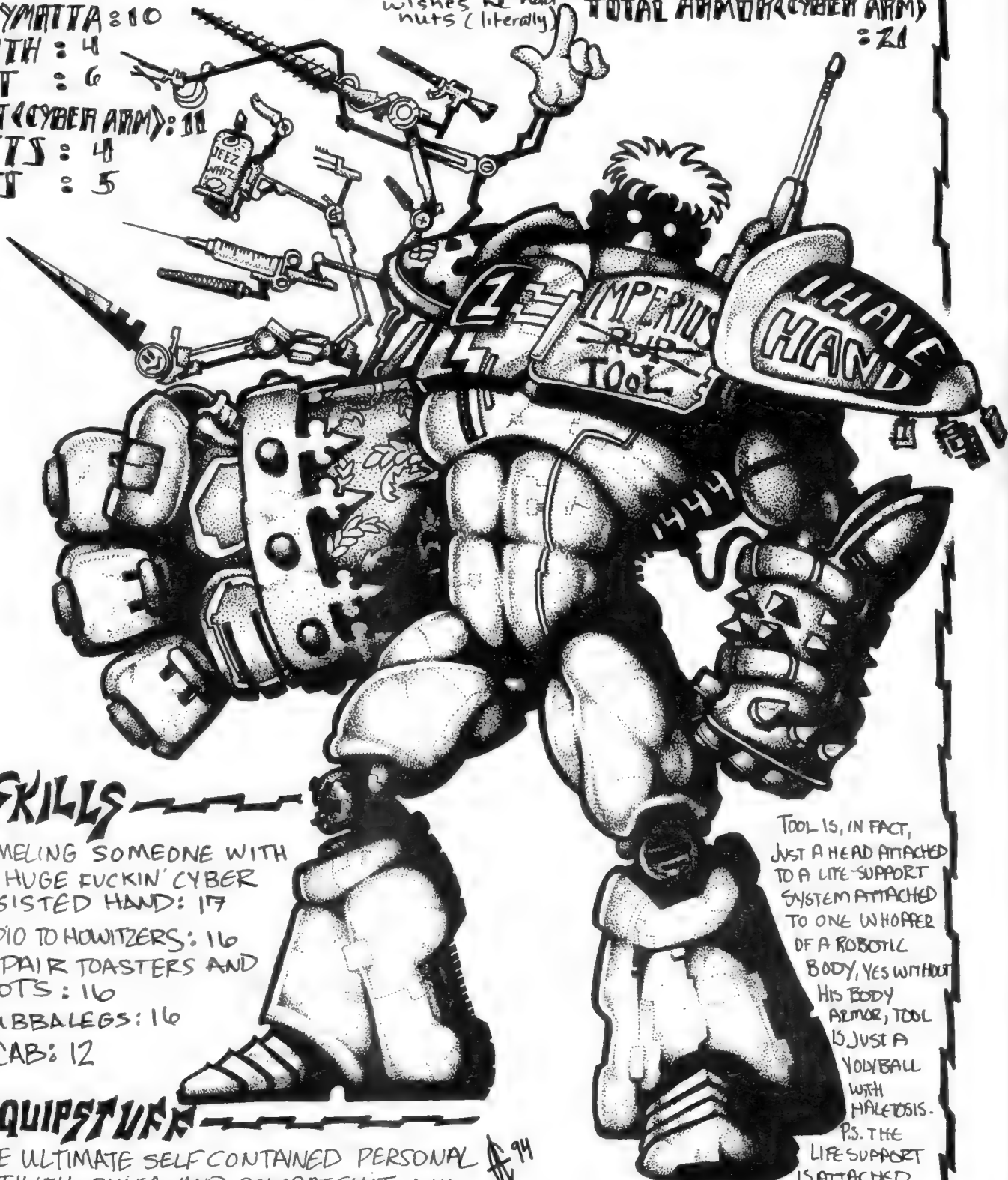
SURE HE CHECKS IN FROM TIME TO TIME, BUT HONESTLY, HE HAS BETTER THINGS TO DO, OMNICIENT OR NO, THAN TO KEEP INTERRUPTING HIS COSMIC PARCHEES! GAME TO SEE YOU WATCHING "HEE HAW" RERUNS ON THE SUPERSTATION (THAT'S RIGHT, BLACKEST, FOUL, EVIL)

THAT'S WHERE ME AND THE LAD COME IN, WE PUNISH EVIL WHEREVER WE FIND IT, WHICH JUST HAPPENS TO BE PRETTY MUCH EVERYWHERE. NO PALADIN AM I, JUST A RULER ON THE COLLECTIVE KNUCKLES OF HUMANITY, IF YOU WOULD, THE THREE INCH LEATHER BELT OF GOD, ADMINISTERING THE SWIFT BACKHAND OF JUSTICE, AND THE HELPFUL BUT, PLAYFUL SHOVE OF REMPTION TO EVIL, WHERE EVER IT IS FOUND.

TOOL

GREY MATTA: 10
MOUTH: 4
MEAT: 6
MEAT (CYBER ARM): 11
FEET: 4
NUTS: 5

OLDNESS: N/A just a head
BENT: fucked up and wishes he had nuts (literally)
SEX: HELLO!, We's just a head
TOTAL ARMOR: 16
TOTAL ARMOR (CYBER ARM): 21



SKILLS

PUMMELING SOMEONE WITH THE HUGE FUCKIN' CYBER ASSISTED HAND: 17
RADIO TO HOWITZERS: 16
REPAIR TOASTERS AND 'BOTS: 16
RUBBALEGS: 16
SCAB: 12

EQUIPMENT

THE ULTIMATE SELF CONTAINED PERSONAL UTILITY, EVIRO, AND COMBAT SUIT, WHAT MORE DOES A MAN NEED.

TOOL IS, IN FACT, JUST A HEAD ATTACHED TO A LIFE-SUPPORT SYSTEM ATTACHED TO ONE WHOOPER OF A ROBOTIC BODY, YES WITHOUT HIS BODY ARMOR, TOOL IS JUST A VOLLYBALL WITH HALE'DSIS. P.S. THE LIFE SUPPORT IS ATTACHED TO THE HEAD, NOT THE BODY, HE CAN SURVIVE WITHOUT HIS BODY.

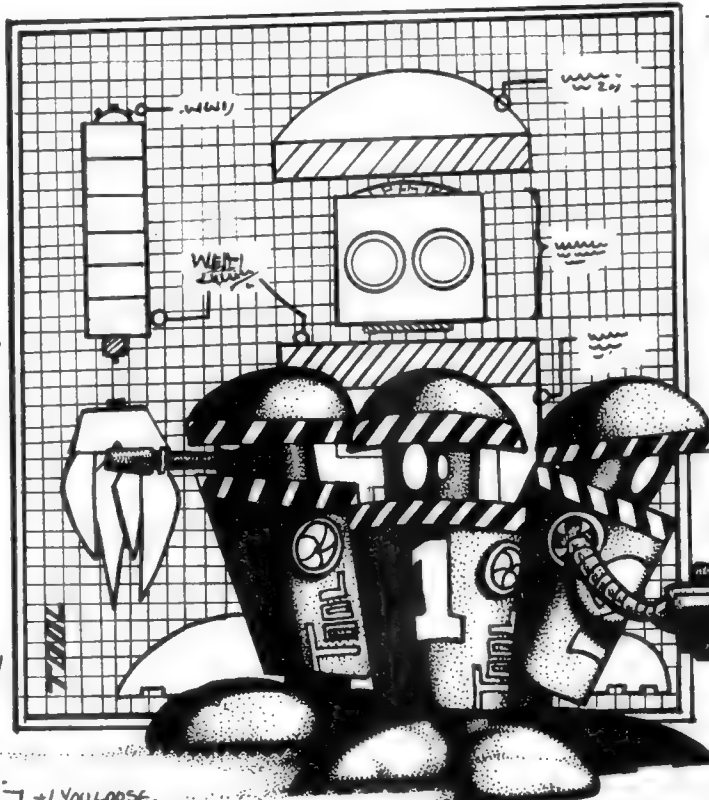
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THE ROYAL RETAINERS INSISTED THAT I ATTEND THE PARTY ON MORTY'S BARGE OF UNEARTHLY DELIGHTS, THAT I DIDN'T HAVE TO BE PRESENT AT THE FINAL FITTING SESSION, BECAUSE ANY MORON WITH HALF A BRAIN COULD DO THE INSEAM MEASUREMENT, AFTER ALL WHAT DOES IT TAKE BUT A TAPE MEASURE, AND A SET OF FAIRLY DISCREET FINGERS. GRANTED, IN THE FIELD OF CUSTOMIZED PERSONAL PROTECTION DEVICES, WE WORK WITH VERY CLOSE TOLERANCES. BUT AT THE SAME TIME, I HAVE YET TO FIND A CLIENT WILLING TO LET ME PUT HIS MEAT WHERE

GADGETS, GADGETS
ONLY THE LOINS
OF THOMAS ALVA
EDISON GIVE ME
MORE TUNING

THE GADGETS BUILT INTO
TOOLBOT'S ARMOR: FULL
TOOLMASTER WORK KIT,
INSTANT MINEFIELD
DISPENSER, WATER
CANNON*, BOOT JETS
(capable of escape velocity, but
without a helmet... pop)
drill finger, cheese food
dispenser, hot dog
WARMER, FRYDADDY,
COMMUNICATIONS and
ELECTRONIC WARFARE SUITE.

*9/4(+1)/66 (PEPPERZ)/C [15/REFILL] +1 YOU LOOSE.



TOOLBOTS

MEAT: 4 T.A.S: 10
MOUTH: 0 ATTACK: 8 (12/1)
FEET: 2 VALUE: 8
G.MATTA (INDIVIDUAL): 1
G.MATTA (COLLECTIVE): 4
NUTS (INDIVIDUAL): 0
NUTS (COLLECTIVE): 6

THE TOOLBOT ARE TOOLS
OWN PRIVATE ARMY
OF COLLECTORS, SPIES,
GUARDS, AND FRIENDS
AT ANY TIME HE
USUALLY HAS THREE
ATTENDING HIM.
CAN MAKE MORE
AT THE RATE
OF ABOUT
one a
week with
the correct
EQUIPMENT.
Each has 1 Gadget
or minor weapon built in.

MY MICROMETER WAS. SO IT JUST GOES TO SHOW YOU THAT IF YOU WANT THE JOB DONE RIGHT, NEVER LEAVE IT TO SOME SECOND RATE, NO TALENT, SLACK ASSED, GOOD FOR NOTHING, DINKWAD OF AN ASSISTANT, WHEN YOU COULD DO IT YOURSELF. GRANTED MY NAME MAY BE TOOL, BUT I THINK HIS SHOULD BE LEGALLY CHANGED TO "LOBOTOMIZED VIA GARDEN WEASEL". REGARDLESS I WAS THE ONE GIVEN THE OPTION OF DEATH BY OPEN PIT BROASTING, OR SPENDING THE REST OF MY MISBEGOTTEN LIFE AS A GUEST AT THE HOTEL HÖL. AT LEAST I MANAGED TO PACK MY PERSONAL ARMORED BATTLESUIT, MOST OF IT ANYWAY, AS THE CYBERNETIC CONTROLLER HELMET THAT WOULD ALLOW ME TO BE A HEMORRHAGING ARTERY OF A COMBAT JAGGERNAUT. SOMEHOW FILED IT AWAY WITH THE LOST LUGGAGE IS SOME COSMIC EQUIVALENT OF NEWARK. IT COULD HAVE BEEN WORSE I SUPPOSE, NOW AT LEAST I'VE HAD TIME TO WORK ON THOSE DESIGNS I COULD NEVER GOTTEN OFF THE DRAWING BOARD BACK HOME, LIKE THESE LITTLE 'BOTS, AT LEAST I KNOW THEY'RE STUPID, AND ANYWAYS IT'S NOT LIKE THERES A SHORTAGE OF MATERIALS LYING ABOUT.

THE SPUD

GREYMATTER: 3

MEAT : 1 (5-EXOSKELETON)

MOUTH : 10

FEET : 8

NUTS : 10

TOTAL ARMOR: 5 (cyberexoskeleton)

OLDNESS: LAST FALLS HARVEST

BENT: Fucked up. AND EATS KIN.

SEX: SORRY NO MATTER HOW MUCH HE WANTS IT, HE JUST CAN'T SUPPRESS THE URGE TO BUD, AND PUT DOWN ROOTS.

SKILLS

READ TOO FAR INTO INNOCENT COMMENT: 9

FLY INTO HOMOCIDAL RAGE: 16

SEEK THE GUILTY (BECAUSE NO ONES INNOCENT): 6

MAKE SOFT THINGS SCREAM AND BLEED WITH THE ASSISTANCE OF A POWERED KITCHEN IMPLEMENT (because their skin is being flayed off in small thin strips): 7

SNEAK: 14

MAKE FIRES: 6

TURN FRYALATOR INTO HOWITZERS: 4.

RUN REAL FAST (well for a potato anyway): 7

FLEX DRAMATICALLY: 2 (as if)

SPECIAL ABILITIES

Being an actual mutant potato, the spud can regenerate from any damage including death, simply by being buried in warm soil.

EQUIPMENT (STUFF)

DOMESTIC WARRIOR, POWERED MOLYBDENUM, TITANIUM CARROT PEELER AID 19/1

STASH OF CHIPS (VARIOUS TYPES + FLAVORS)

ALX-73 "STARCH MODIFIER" EXOCYBER SYSTEM INCLUDING 3 ARMS (gripping power of MT8)* ARMORS AND STRENGTHENS THE SPUDS ENTIRE BODY. ADDS +4 TO MEAT.

OTHER: -8 TO BE SHOT AT (WICKED PISSA SMALL)



BOTH THE DRAWING OF THE SPUD AND TATER TOT ACTUAL SIZED

*pinch.

SPUD CANNOT BE SURPRISED AS HE IS COVERED WITH EYES.

TATER TOTTS: SEX: hvh? BENT: needs ketchup.

GREYMATTER: 0
MOUTH: -2
MEAT: 0
NUTS: 10
FEET: 10

SKILLS
RUN REAL FAST: 16
SPOT WASTIT: 10
RUNNING BLINDLY INTO ETERNAL
DAMNATION (BECAUSE WHAT
HELL YOU'RE SNACK FOOD): 16

EQUIPSTUFF
CAPE
KNEEPADS
FOREHEAD TATTOO

Tot is
under
the
wicked
pissah,
small
modifier
-10 on
all attack
rolls
against
him.

(THAT'S
PISSAH
= WITH
AN
H?)

*Rub on.
(HOW DO
YOU TATTOO
A POTATO
SNACK?)

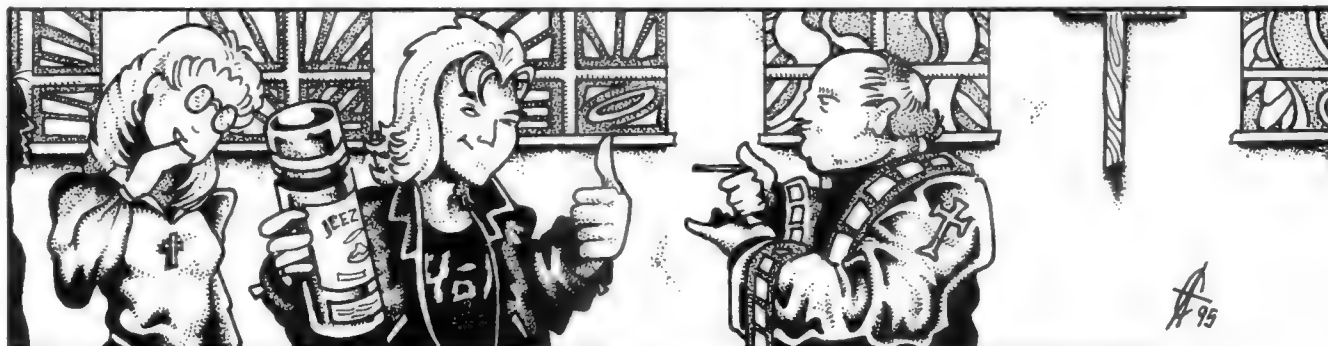


I WAS A BAD SEED, ROTTEN TO THE CORE. EVERYONE ALWAYS SAID NO GOOD WOULD COME OF ME. MY DOCTOR TOLD ME IT WAS STRESS RELATED, THE PRESSURES OF BEING A RUSSET IN THE WHITE MAN'S WORLD SURE, I WAS A LITTLE ANGRY AND A LOT BITTER. PEOPLE MAKE ME OUT TO BE THE BAD GUY, BUT ITS NOT MY FAULT, SOCIETY MADE ME WHAT I AM. I WAS RUNNING WITH A BAD CROWD, SALTY JOE, TOMMY SOUR CREAM, JIMMY PRINGLES, THAT WHOLE GANG WERE NOTHING BUT TROUBLE JUST OUT TO SCORE SOME CHIVES OR DILL. YEAH, ALRIGHT, I WAS ON THE CHIPS THEN, I EVEN DABBLED IN HASH BROWNS, HOMEFRIES, AND TRIED THOSE SWISS-STYLE RÖSTI THINGS (THEY SERIOUSLY FUCK YOU UP MAN, I STILL WAKE UP WITH THE SWEATS SOMETIMES). I TRIED TO STRAIGHTEN UP AND FLY RIGHT, BUT STILL, NO ONE TOOK ME SERIOUSLY. I EVEN ATTEMPTED TO JOIN THE ARMY, FIGURED THE DISCIPLINE WOULD DO ME SOME GOOD, BUT THEY HAD SOME SORT OF STUPID HEIGHT REQUIREMENT THING. THAT AND THEY TOLD ME K.P. DUTY WOULD BE CONSTRUED CRUEL AND UNUSUAL PUNISHMENT. I STILL DON'T GET THAT. SO I FIGURED WHO NEEDS 'EM ANYWAY, AND I STARTED MY OWN MERCENARY FORCE. JUST ME AND MY STUPID PUNK OF A COUSIN, TATER TOT. DON'T TELL HIM I SAID IT, BUT THE KID'S ALRIGHT, A LITTLE QUIET AT TIMES, BUT DON'T LET IT FOOL YOU, HE'S JUST AS STARCHY AS ANYONE I KNOW. WELL I GUESS THE WORLD JUST ISN'T READY FOR A VEGETABLE MUTANT SUPERGROUP, 'CAUSE NO SOONER HAD THE TOT AND I STARTED KICKING SOME SERIOUS ASS WE WERE ARRESTED AND CHARGED WITH "BEHAVIOR UNBECOMMING A TABLESCRAP" OR SOME SUCH TRUMPED UP CHARGE, IT WAS BULLSHIT, BUT HERE I AM ON HÖL, ANGRY AS ALL HELL AT THE WORLD, SO NO JOKES PLEASE. I'VE HEARD THEM ALL, AND DON'T THINK THEM HUMORLESS. AND SURE, I STILL ENJOY SOME SALT AND VINEGARS NOW AND THE, JUST TO TAKE THE EDGE OFF.



Tired of the same old, boring, communion wafers? The sacreligiously dull colors, the faithless crunch, and that heretical aftertaste? Body of Christ indeed. The Lord Almighty never intended such a blasphemous repast. Well now you can spice up that sacrament with **JEEZ WHIZ**.® So when Father Murphey says "Body of Christ?" you can say A-MEN to that!

JEEZ WHIZ, mmm. Now *that's* good Communion.



* Made with real processed Christ Food. Jeez Whiz is a Trademark of The Hutch® family of fine foods.

NEW SKILLS

* = NEW SKILL (HURAY!)

AND THOSE OH-SO-COOL CHARACTER GENERATION SKILL CLUSTER LISTINGS (AREN'T THEY CUTE). GRIP YOUR LOVED ONE TIGHT, MAKE PEACE WITH YOUR GODS, HERE WE GO. LET'S START WITH THE CLUSTER LISTINGS, AS THEY PRETTY MUCH SPEAK FOR THEMSELVES AND EASE INTO THE JUICY NEW SKILLS LATER ON - K? OKAY THEN.

VERBAL ANNIHILANCE: PONDEROUS RHETORIC, THE DOZENS, MAKE A FUNNY, THIRD PERSON NARRATION, SCATHING (OOH GOOD CLUSTER) SARCASM, BARBARIC YALP, *SCRAMBLING YALP. RULES MASTERY

MAKING FRIENDS AND INFLUENCING PEOPLE: EXPLAIN ANYTHING

WHINING TILL YOU GET WHAT YOU WANT, MAKE SOMEONE ST... UH.. MAKE PEOPLE DO YOUR BIDDING BY SCREAMING UNINTELLIGIBLY, MAKE ANYTHING YOU SAY SOUND MORE IMPORTANT THAN THE VOICE OF GOD.

FISTICUFFS: MAKE SOMETHING STOP LIVING WITH YOUR FIST, THAT PSYCHO BRUCE LEE SHIT, COMPREHENSION THROUGH PUGILATION, ARM TONGUE ETC. WRESTLING. *MAKE SOMETHING STOP COMPUTING WITH YOUR FIST.

CLOSE COMBAT: PUMMELING WITH THE ASSISTANCE OF A LARGE OBJECT, MAKE SHARP THINGS GO THROUGH SOFT THINGS THAT SCREAM AND BLEED

FAR COMBAT: SHOOTIN KINDA hi GUNS, WICKED QUICK DRAW, *ULTRA HUCK (YES I KNOW WE WERE HEAVILY SEDATED WHEN WE MENTIONED IT IN THE FIRST BOOK, BETTER LATE THAN NEVER)

SOCIAL INTERACTION: IMPERIAL ELEGANCE, LANGUAGES AND MUMBLED SLANG, FLATTERY AKA POLITICAL NEGOTIATION, SURRENDER AND LOOK LIKE A MAN.

POSTURING: INTIMIDATING STARE, DRAMATIC ENTRY, FLEX DRAMATICALLY

TECHNOLOGY: REPAIR TOASTERS AND STUFF, TURN RADIOS INTO HOWITZERS, SCIENCE AND EVERY-THING ELSE YOU FAILED IN HIGH SCHOOL.

TAKE IT LIKE A MAN: EAT ANYTHING, TOLERATE HIDEOUS AMOUNTS OF BLOODY MUTILATION AND STILL EAT FAST FOOD, WITHSTAND / ENJOY HELLISH AGONY, WITHSTAND BAGPIPES, MARTYR FETISH,

FANCY-BOY: POETRY AND CLASSICS, SUDDEN PHILOSOPHICAL TANGENT, ORGANISE FUNDRAISER, *FLY INTO HOMICIDAL RAGE (WHY ELSE WOULD ANYBODY TAKE THIS CLUSTER - HEY NICE BINGO NIGHT PAL)

PERCEPTION: SPOT WASTIT, LIGHT BULB, SEEK THE INNOCENT / GUILTY

PILOT: OPERATING VEHICLES, OPERATE STAR SHIP AND CHEW GUM AT THE SAME TIME,

MOVE IMANOEVER: RUN REAL FAR, RUN REAL FAST, RUN W/ SCISSORS, RUN BLINDLY INTO ETERNAL DAMNATION CAUSE YOU THINK YOU CAN WIN, THE RUNS (JUST HIDDING)

TOPTIME: CAUSE HELLISH AGONY, BALCON ANIMAL CONSTRUCTION, RULES MASTERY (AW COME ON CAN YOU HONESTLY SAY IT DOESN'T DESERVE TO BE IN BOTH CATEGORIES?)

CRITTERS: JUMPSLUG HANDLING, *CRITTER TRAINING **HEALTH / MEDICAL (ALL NEW)**: SMACK, SLAB, HOARY SCAB, MAKING FRIENDS, RUBBLE

BOZO (ALL NEW): CLOWN OF ALL TRADES, RUN IN BIG SHOES.

CLARIBELLE: INSTAGROOM, OPERATING VEHICLES COOLER THAN THE FAMILY SEDAN, MIME, ODEY REAKERBAY, NEWSHOES FOR DADDY. FUN WITH BUGS, RUN IN BIG SHOES. (ALL NEW)

PENNYWISE: BEDTIME FOR BONZO, JUGGLING ANYTHING SMALLER THAN AN AFRICAN BULL ELEPHANT, SHOE KATA, SHOOTIN KINDA SMALL GUNS EXPERTLY, KNIFE SHOW, THROW PIE, RUN IN BIG SHOES (ALL NEW)

SALISBURY: *SNEAK, *TIE HANDS, *STARTING FIRES, *THRIFTY, *LUG M-60 ON A 12 MILE HIKE, *POUNDING CVERVO.

FLY INTO HOMICIDAL RAGE: THIS SKILL COVERS THOSE WHO, WITH YEARS OF MENTAL DISCIPLINE AND ABSOLUTE CONTROL OF BOTH ID AND SUPER EGO CAN FORGO THE NORMAL FRENZY RULES FOR SOMETHING FAR SIMPLER. X200M (NODDIE).

NO NOT THE FLY INTO HOMICIDAL RAGE CLUSTER, I'VE JUST STARTED THE NEW SKILLS HERE TO CONFUSE YOU.

RAGE MAY BE USED IN H.T.H. ONLY ONCE ACTIVATED, YOU MUST ROLL A FURTHER NUTS ROLL (-4) TO "COME DOWN" OR YOU CONTINUE ATTACKING ENEMIES THEN FRIENDS THEN YOURSELF.



NEW SKILLS

SCRAMBLING YALP: MUCH LIKE BARBARIC YAWP EXCEPT THAT YOU DON'T FEEL LIKE A GOD AND THE MACHINE WHO IS THE OBJECT OF YOUR EMINATION MUST PASS A KINDA OVERWHELMING (-2) GM TEST OR BE -4 ON ALL ACTIONS WHILE IT FIGURES OUT WHY THE SHITHEAD (THAT'S YOU) IS TAUNTING HIM SO. (MOUTH SKILL)

MAKE SOMETHING STOP COMPUTING WITH YOUR FIST: IN ADDITION TO DAMAGE, WHEN YOU FIGHT A MACHINE WITH YOUR BARE HANDS IT SUFFERS -1 TO ALL ACTIONS/PT DAM. ITS NOT LIKE ITS A GOOD IDEA HOWEVER "YEAH GO AHEAD. PUNCH THE TANK OLAF, PUNCH THE TANK." (GM SKILL)

ULTRA-HIGH: "THROW THE TANK OLAF" (CHARACTER CANNOT THROW (WITH THIS PHYSICS DEFYING SKILL) HIS MT. TIMES 200 LBS IN MT. YARDS. NEGATIVE MEAT RATING CHARACTERS ARE PILE DRIVEN INTO THE PLANET'S CORE. (MEAT SKILL)

<CHITTER> TRAINING: INSERT YOUR CRITTER (EXCEPTIONS INCLUDE: JUMPSLUGS, NECRO DOODLES, AND IRISH) ALL OTHER ANIMAL FORMS CAN BE MADE TO (EVENTUALLY) SEE THE LIGHT. (NUTS)

* **DOWN OF ALL TRADES:** THIS ONE SIMPLE SKILL ENCOMPASSES THE ENTIRETY OF ALL OTHERS IN OTHER WORDS IT CAN BE USED FOR SHOOTING THE BAD GUYS HEAD OFF, APPOLOGISING PROPHETICALLY FOR THE MISS, BANDAGING HIS EAR, AND HIGH-TAILING IT OUT OF THERE ON YOUR HYDRO SLOOTER. <NONE> ← THAT'S RIGHT THIS SKILL DOES NOT FALL UNDER ANY STAT AND THEREFORE WILL NEVER ADD ANYTHING BUT THE SKILL LEVEL (1-6) TO YOUR ROLL.



* **FUN IN BIG SHOES:** THIS IS THE ALL PURPOSE OPERATE UNDER EXTREME DURESS SKILL. IT CAN BE USED TO OFFSET ANGUISH (ROLL R.I.B.S., SUBTRACT THE # OF WOUNDS, SUCCESS = YOU MAY IGNORE THE WOUNDS MODIFIERS) IT MAY ALSO BE USED TO FUNCTION NORMALLY WHILE, SAY, TIED UP WITH STEEL COIL, THOUGH WE WOULD CONSIDER THIS 'LEMING ON A BEACH SIDE CLIFF' DIFFICULT (-9), BUT SUCCESS = YOU CAN WIELD YOUR CHAINSAW YO-YO EVEN WHILE SO TIED (FOR THIS ROUND ANYWAY). <IT'S A FEET SKILL FOR MANEUVERS, NUTS FOR PERSEVERENCE>.

* **INSTAGROOM:** ONE MOMENT YOU'RE COVERED IN BLOOD, GUTS AND GUN POWDER, THE NEXT YOU'RE IN YOUR BEST SPOTTED JAMIES, HAIR COMBED, TEETH BRUSHED AND NO ONES THE WISER. ALSO USEABLE TO DISGUISE <FEET SKILL>

* **OPERATING VEHICLES COOLER THAN THE FAMILY SEDAN:** FROM YOUR LITTLE SISTER'S BUACK PLATED TRICYCLE WITH BRASS TRIM TO THE PAPAL BLESS STAR, IF ITS HIPPER THAN THE FAMILY TRUCKSTER YOU CAN DRIVE IT (NUTS SKILL (YA GATTA BE COOL TO DRIVE THIS))

* **MIKE:** THE ART OF MISDIRECTION OF YOUR OPENENT ONLY SEEING WHAT YOU WANT HIM TO SEE (GM SKILL)

* **DECAY PEAKERRAY:** PIGLATIN... JUST HIDING DECRYPTING ENCRYPTED MESSAGES (GM SKILL)

* **NEW SHOES FOR DADDY:** ROLL THEM DICE, BLUFF THAT HAND, EAT THAT PAST-ITS-FRESHNESS DATE MEAT, IF ITS GAMBLING YOUR AFTER THIS IS THE SKILL FOR YOU (NUTS SKILL)

* **FUN WITH PULS:** NO THERE REALLY IS NO TRAP DOOR BENEATH THE CENTER RING, ITS JUST A MATTER OF 20 GUYS IN FUNNY CLOTHES WHO KNOW HOW TO BEND THEMSELVES SMALL ENOUGH TO FIT IN THE GLOVE BOX OF A VOLKSWAGENBUG. CONTORTIONS: <FEET SKILL>

* **BEDTIME FOR BONZO:** SOMETIMES THE VILTIM MUST BE TAKEN ALIVE. DAMAGE IS DONE IN SLEEPY POINTS, TAKE YOUR OPPONENT DOWN TO 0 OR LESS SLEEPY POINTS AND IT'S BEDTIME FOR... YOU GET THE IDEA. ANGUISH/DAMAGE IS FEET 1/4 (ITS NOT HOW HARD YOU HIT THEM BUT THE ACCURACY OF YOUR SHOT <GREY MATTA SKILL>)

* **JOBBLING ANYTHING SMALLER THAN AN AFRICAN BULL ELEPHANT:** AS LONG AS YOU CAN KEEP IT IN THE AIR (WITH APPROPRIATE MODIFIERS) YOU CAN MOVE IT ANYWHERE NO MATTER HOW BLK IT IS (AS LONG AS ITS SMALLER THAN AN AFRICAN BULL ELEPHANT) <MEAT SKILL>

INTRODUCTION

INTRODUCTION

Most of you reading these rules are familiar with role playing; your older brother was "into" it in high school, some of your friends said they "did" it in their basement when their parents were away on vacation in Chippawa Falls, your Uncle Jerry got "sentenced to twenty with no parole" for it a couple of years back, or perhaps you've been tempted by the magazines and odd paraphernalia on the dust-blanketed shelves of a comic book store. You've even seen "gamers" in school, standing in strange cabalistic knots in the corner of the lunchroom, chirping giddily about the mysteries of "petrification saves." Watching them, you were frightened, disgusted, yet secretly longing to understand, if only to find out what "Thieves Cant" was.

Well, no longer need you live in fear of becoming a universally loathed, shambling social pariah. Now you may at last feel free to join them, because not only has gaming recently achieved astonishing new heights of popularity, there is one game almost everybody plays: **FREEBASE**.

Who do we mean by "everybody"? We mean everybody. Your friends. Your family. The postman. Look in the next room. See your mom there? She's playing. Do you think she'd let you live here for three years past when you quit college if she wasn't waiting for you to figure it out? Think about it. We've all been waiting for you. Join us. We can't play without you.

HOW TO BEGIN

We will start play tomorrow morning, so put on a pot of coffee, stay up and read these rules again and again. It is very important that you memorize every word because any rules infraction will result in your being asked to leave the game. You will not be given another copy. When you have adequately dedicated the following to memory, set your alarm for 7:45 EST, swallow the pills enclosed with this pamphlet, and get some sleep. When you wake up you will be in the world of **FREEBASE** – you may notice the remarkable similarity to your own world, but don't be alarmed, just enjoy. Don't pack anything but what you can stuff in your pockets (suggestions for first level equipment will be given later) and you'll be ready

GAME IDEAS (EXPERIENCE POINTS)

to begin. Now, To signify to other players that you have joined the game, touch a match to this booklet and set fire to the drapes, couch, and rug (creative players wake extra early to venture into their basement for proper accelerants). Head out the door, and you're on your way (don't worry about waking your family—remember, they're in on this, too, and will have prepared in advance). Now, when you see other incidents of "arson", you can rejoice in knowing that it is just another player entering the adventurous and fun filled world of **FREEBASE**!! Also, make sure this booklet burns completely, especially this company's return address.

BASIC GAME IDEAS

The following is a short list of concepts that are integral to basic game play.

PLAYERS AND NON-PLAYERS

As you know, there are a great many others involved in **FB**, and in your travels you will meet and possibly join them in adventure! These are your fellow gamers, or Players (it is generally considered poor form to refer to them as such as it breaks the realism, but the terms "Freebie" or "Baser" are usually acceptable). But not everybody is a Player: by adding others to the fray, we have increased the potential thrill of **FREEBASE** a hundredfold! Called Non-Players, these members of the milieu have been included to specifically challenge the Players. Non-Players come in many forms, sometimes even disguising themselves as Players. So, beware: only through much experience can a Freebaser learn the difference!

EXPERIENCE POINTS

Through the battle-scars you receive during play, you will also accumulate experience; that is, you will get better at what you do. To rate this, **FB** uses Experience Points, or "XPs." These may be spent on new equipment, magical components, or to achieve the next "level" (q.v.). Some Players who keep "Cover Jobs" receive XPs from their GM (General Manager) on a weekly basis in the form of a "Paycheck", but the more common form of acquisition is through combat. If you defeat a Player or Non-Player in combat, his XPs are now

GAME IDEAS (HAND SIGNALS)

rightfully yours. This is not the only option, however. Often, XPs can be found relatively unguarded in soda machines and registers. Other popular methods: "Rolling Drunks", "Jacking Tires", and "Shooting the Wad on the Trifecta" (see the Tips section for more ideas).

HAND SIGNALS

Players will often find it convenient to use these hand signals as a form of quick and silent communication of their play status.



SAVING THE GAME

If you have been playing well, go to the nearest payphone and dial "0" Tell the Operator that you would like to Save the game. This will allow you return to that point of the game if you are prematurely ejected.

GAME IDEAS (THE CITY)

THE WORLD OF REALITY

Uptill now, if we were to ask what your life is like, you may have answered "at best, it is rather unstimulating." It wasn't bad, but there was no real sense of control. **THE WORLD OF REALITY**, however, offers a greater amount of "free will", and you will find it much less confining than what you are used to. Oftimes, there is a small period of adjustment when you begin play, and you may feel tentative, perhaps even questioning the "morality" of your actions. This is normal, and will pass within a few game days. Be careful, though: **THE WORLD OF REALITY** is one fraught with hidden evils, dark magics, and danger. Though the similarities to your own world are sometimes shocking, never let it lull you into a false sense of security—there are important differences, and adventure lies in wait around every corner! You must keep the following in mind at all times:

MAGIC

While the multifaceted aspects of the Magic Using subculture are an integral part of the **FB** campaign, it is important to remember that excessive or flagrant spellcasting will always draw out the unwanted attention of Conspirators.

THE GREAT CONSPIRACY

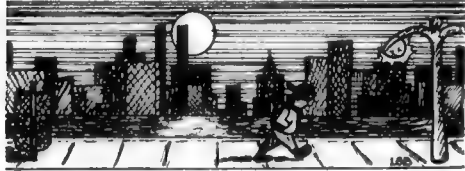
Confrontation may come to Players in all manner and forms: tension generated by the need for experience points, conflict of game goals with other Players, etc. But the most common is the ever-present threat of The Great Conspiracy, and because of this, much of the setting in **TWOR** describes a conquered land. A place not torn by open warfare, but one slowly consumed by the forces of darkness. The Conspirators seek not only to control the world, but to stamp magic out forever (see the Creatures section for more details). Be aware of them constantly; if a Player plans to stay in any one area for long, he is best advised to learn the movement patterns, or "shifts", of the surrounding Conspirators.

THE CITY

While **FB** offers the widest possible range in adventure locales, the wise beginner will stay in

CREATING A PERSONA

his base city until higher levels of experience are achieved. Once appropriately seasoned, the Player may choose between a wide variety of expansion sets, including such classics as **Oakland**, **Newark**, and **Expedition to Palace Vordes**, available at most bus stations.



CREATING A PERSONA

The most important part of the game is generating a Persona that you are comfortable playing—that is, in **FB**, you are not necessarily burdened by being “yourself” per se; rather, you have the ability to portray an entirely different, perhaps even fictional personality. It is as if you were writing a character in a play, and then performing the part on stage. As you will soon see, the options are myriad, and after you have been playing for some time, the part will become second nature. For your convenience, there are six methods of character inception presented in this section, but no one way holds dominance over another. Once you have decided upon a method, continue on with the following steps to put the final polish on your new Persona. Unlike other role-playing games, though, the cumbersome “character sheet” has been reduced to a small laminated card that resembles the common “driver’s license.” When you have completed your Persona, you will find other Players who can help you attain a new Persona Card for minimal XP cost.

Method I:

A favorite style in **FB** is to take on the personality of fictional hero. Whether it be from literature, film, or even comic books, this often provides a sturdy base for the neophyte Freebaser. As the character’s background is already known to you, there is no pressure to make up histories “on the fly”, helping to avoid embarrassing contradictions. Be careful in what you choose, however; certain well-known characters (James Bond, Captain Kirk, or Igoo from the Herculoids) don’t make the best choices, and may lead to greater chagrin. On the other hand, some make good “nicknames”

CREATING A PERSONA(METHOD VI)

that may endear you to your fellow Players (i.e. a Magicuser named “Willy Wonka” is sure to provoke many a chuckle, reminding other Players of fine childhood times). Suggestions: Captain Willard, Harry Caul, Clarke-Nova, or anyone from Marvel’s New Universe line. No Major Toms.

Method II:

Similar to method I, only based in history. Again, use discretion in your choice, too many others are apt to be familiar with the exploits of John Glenn, and they might be suspicious if he were prowling for XPs down on the docks.

Method III:

Roll four dice, take the highest three.

Method IV:

A somewhat more competitive version of character generation is the “doppelganger” or “changeling” method, but it does require some work and/or research on the part of the Player. Within your first game week, find an appropriately hidden place and attempt to take another Player out of the game. If you succeed, remove the items, equipment, and, most importantly, the wallet from his character. In this, you will not only start the game with a jump on XPs, but (on higher level foes) you may find 1-4 Credit Cards inside. If you wish more information about your foe’s background, you will find his street address on his Persona Card. More XPs can usually be found there if you look hard enough. If there are other family Players there, they can assist you in the search. Suggestion: keep the excitement fresh by changing Personas often. Some have even kept track of multiple-Personas!

Method V:

For the innovative Freebaser, the only way to go is to create the Persona from scratch. Find a safe place, envision (full history, family lineage, fictitious name, etc.) the new character, and go wild!

Method VI:

And finally, only for the most daring, the path to excitement lies in playing themselves. This is the penultimate **FREEBASE** experience, but it is not taken lightly. In choosing yourself as a Persona, you give the Conspirators an edge, as your

CREATING A PERSONA(POLISHING)

Persona Card is already in their files. They will stop at nothing to find you. Trust no one! Everyone is the enemy!

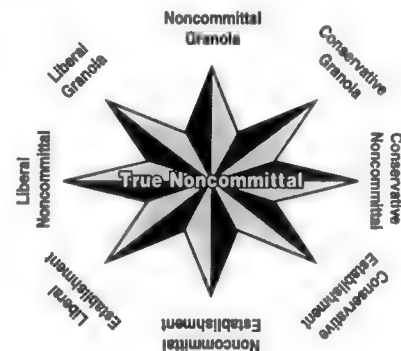
POLISHING THE PERSONA

Now that you have an idea of your Persona in **FB**, you will be able to refine some of the personal details including Alignment, Class, Levels, and Equipment.

Alignment

Luckily, In the real world, definitions about what is good and what is evil are simple to discern; Abandonment of Individuality for the Greater Glory of the Higher Being: good, Premarital Coitus: evil. Alas, in **TWOR**, things are not so clear cut. To assist with this, an Alignment system has been provided. “Alignment” is a quick and simple way to annotate the general demeanor and intent of a Persona and to give the Player a guide to deciding the appropriate action in a given situation.

These aspects are combined to make up the Alignments in this manner: LG, LN, LE, NG, N, NE, CG, CN, CE. Choose your alignment from the list below. Though the labels are relatively self-explanatory, a short description has been included with each.*



Liberal Granola: knows that mass social protest is the only way to defeat *The Man*.

*We have received some letters to the contrary, but we believe that the Alignment system presented here (re-printed from the original rulesbook, **CHAINLETTER** (copyright 1974, all rights reserved)), though slightly dated, is equally adequate for use in **FREEBASE**.

CLASS AND LEVEL OF ABILITY

Liberal Noncommittal: buys bumper-stickers against *The Man* on occasion, and would like to rise up against his oppressors and end this cruel reign of tyranny, but prefers Dead shows.

Liberal Establishment: sells bumper-stickers against *The Man* and T-shirts for Dead shows; pretending to be part of the movement for social change, yet profiteering off his fellow brothers and sisters, finally becoming part of the System that has forced our children to go to die in ‘Nam .

Noncommittal Granola: bought a couple of shirts, thinking this helps, but only practices Iron Butterfly riffs in the garage while the gears of government run by fascist weapon industries crush his remaining freedom.

True Noncommittal: Is happy to live in whatever Orwellian hell is presented to him, unknowingly disposing of his own, and hence others, right of choice.

Noncommittal Establishment: Buys into the propaganda machine of his mom’s Rosie the Riveter days, and does not question the Draft, though it will mean his end.

Conservative Granola: Blindly puts faith in other’s power to change the world he is increasingly shackled by.

Conservative Noncommittal: Voted for Tricky Dick because he liked his speaking voice.

Conservative Establishment: *The Man*.

You will find the most common of Alignments are TN and CE.

Penalties for Alignment Deviation

Slow change of Alignment is possible throughout the campaign, but radical deviation from your Persona’s professed Alignment constitutes a rules breach and possible expulsion from the game.

CLASS AND LEVELS OF ABILITY

Your Persona’s Class represents, in general terms, his adventuring occupation. Rated in Levels of experience, it helps define the charac-

CLASS AND LEVEL (FIGHTER)

ter's purpose in **FREEBASE**. The higher the Level, the greater the abilities available to you.

Fighter

Members of this Class use their knowledge of tactics, physical abilities, and skills of intimidation with wide-bore weapons to achieve their ends.

Magician

Understanding and highly sensitive to the mysteries of Magic, these knowledgeable Personas are able to tap into alternate planes of reality, from which they draw their power. But with power comes a price...

Cleric

Able to manipulate, and control the flow of Magic, Clerics often have a flock of followers, praying to the Supplier for mercy on the price per key.

Thief

Professionals in the arts of skullduggery, and skilled in the liberation of vast quantities of XP's, Thieves are some of the fiercest weapons against the Great Conspiracy.

Ambitious Players may note that there are indeed higher levels than these, but because of space constraints, we cannot list them all. When your Persona has surpassed this list, ask a higher level Player about further advancement, and they will be happy to tell you. Who knows—given time, your Persona may reach such lofty levels as Inmate, Recording Artist, Miami Customs Official, or Assistant District Attorney.

EQUIPPING YOUR PERSONA

As the first few game days will be slightly disori-

EQUIPING (MAGICUSER KIT)

enting, you may not wish to bother with equipment right from the get-go, but here is a list of items that you may find useful as a beginning Freebaser. For your convenience, these have been divided up into "kits" of what would be most useful to your chosen Class. In fact, collecting all of the respective components to your starting kit can be an adventure in itself! Keep in mind that the Conspirators will already be searching for you, so normal means of acquisition (i.e. "purchasing") are not necessarily advisable, but creative Players will find this obstacle high inconsequential (hint—by prying out the little orange plug in the barrel, and dusting them with a little flat black primer, those kids squirt toys can seem mighty menacing!).

Fighter Kit: Aluminum bat, duct tape, nails, glue, leather gloves, ground glass, copper wire, 1974 Dodge Dart, wine bottles, torn bedsheet, 5 gallon gas can, 5 gallons gasoline, 1 gallon petroleum jelly, steak knives, 10ft chain, pillow case, 1dz oranges, 1 cassette tape cued up to "The Ballroom Blitz."

Cleric Kit: Talcum powder, duct tape, razor-blades, mini postal scale, belt pouch, 25 lbs of Earl Grey Tea, briefcase, "Li'l Oppenheimer" lab playset, subscriptions to Scientific American, High Times, and Investor's Daily, 1 cassette tape cued up to "I Did it My Way" (Sinatra).

Magician Kit: Spoon, duct tape, bunsen burner, 3ft surgical tubing, 10 packs Zig-Zags, 1 box bendy straws, compact, cedar cigar box, 1 pack razor blades, 10 plastic 24 exposure negative holders, tinfoil, bottle of bleach, used aluminum can, swiss army knife, insulin kit (insulin not necessarily), eye-dropper, electric blanket, 1 cassette tape cued up to "I Did it My Way" (Sex Pistols).



EQUIPING (THIEF KIT)

Thief Kit : Crowbar, duct tape, brick, nylons, ski mask, slim jim (not the kind you eat), flashlight, spray paint, canvas sack, ball peen hammer, 50ft rope, 5 lbs ground chuck, long multi-pocketed coat, sanitary gloves, handkerchief, glass knife, wire cutters, pruning shears, blowtorch, 1 cassette tape cued up to "The Girl from Ipenema."

General: 2 wks Iron Rations, 6 torches, tinderbox, 1 vinyl of "Diver Down", heavy Warhorse.

COMBAT

The main problem with most live RPGs, is that standard play does not allow for a "game master" to be present for every ruling, leaving the actions to be settled between the competing players. This can sometimes lead to disagreements between them, slowing the game down. But with the advanced technique of **FREEBASE**, confrontations are handled in a faster, more physical way.

ATTACKING

You may perform combat as you would anything else in **FB**, but always remember to give your opponent his fair strike. In case he has forgotten, simply call out "your turn" after your action. Continue combat until either competitor is knocked out, or leaves the game.

DAMAGE

As realistic atmosphere is paramount, you will be noticeably impeded by connecting hits, and unlike other RPGs, wounds do not heal without treatment. This may be disconcerting, but if quick action is taken, you may avoid leaving the game. High level Magicusers and Clerics can also cast healing spells, or ones that at least take the edge off.

LEAVING THE GAME

If your Persona becomes damaged enough, and magical treatment is not possible, you will be ejected from play. There will be a short pause, and a period of disorientation. At that point you will be given the option to leave, or continue from a previous Saved point in the game. If an Operator is not immediately available, wait a few moments, and one will be with you shortly.

MAGIC (SPELLS)

MAGIC

You will, of course, become more familiar with the setting of **FREEBASE** as you play, as only the briefest introduction to the vast and disturbing realm of Magic can be given here. But, as you will see, it is one of the most intriguing aspects of the game.

MAGIC AND THE CONSPIRACY

It looms over the head of every creature in **TWOR**; it's icy fingers controlling every echelon of society. Conspirators are sworn to destroy Magic and those who use it — yet many are also fascinated by its great power, to the point of succumbing to it. In this way, it is one of the finest tools against their legions, because it fights on their level: subtle, seductive, and invasive. Though it will not be a great concern for you in the first few Levels, you will later find that Magic, if applied correctly, may be a key to the downfall of the Great Conspiracy.

SOURCES OF MAGIC

As the beginning Magicuser, without means to generate your own, must locate a high level cleric called a "Magical Source." Other Players may be able to lead you to one, but they are rare and jealously guarded things. Usually responding to names such as Freddy, BJ, Jo-Jo, or The Guy Jimmy's Brother Gets His Shit From, Sources are only active at night, and can typically be found haunting theatre parking lots, bathrooms at the Mall, or most preschool playgrounds. If you are lucky enough to locate one, it becomes your responsibility: you must feed it XP's regularly, stroke it's ego on a daily basis, and never give out it's position to others, or it, being a timid and untrusting creature, will run away. Care for your Source and it will care for you.

SPELLS

The following is an abbreviated list of common spells, the material components of which can be easily obtained from hardware and convenience stores.

LEVELS OF EXPERIENCE

LEVEL & XPS	FIGHTER	MAGICUSER	CLERIC	THIEF
1) 1-200	Punk	Bunny	Streetrat	Crook
2) 201-1000	Hooligan	Addict	Pusher	Hustler
3) 1001-5000	Hood	Junkie	Dealer	Bagman
4) 5001-25000	Mac Daddy	Fiend	Candyman	Footpad

MAGIC (CLERIC SPELLS LEVEL 1)

Clerical Spells Level 1

Detect Magic:

Duration: instant
Area of Effect: One key per level
Casting Time: Variable
Components: Senses
Description: This allows the caster to detect the presence (and sometimes rough percentage) of true magic in a supposed "good deal."

Dispel Magic:

Duration: 1 minute/bag
Area of Effect: Everything you can find
Casting Time: 1-2 flushes
Components: Functioning commode
Description: Often a handy (if painful) spell in dire circumstances, Dispel Magic rids you of most incriminating evidence. Note that this is not effective if the Conspirators have brought their Mastiffs.

Clerical Spells Level 2

Detect Narc:

Duration: Instant
Area of Effect: 1 adult
Casting Time: 1min-10 wks
Components: 3 suspicious acts
Description: If a contact, source, or friend says or does something out of character (i.e. knows all the words to "From A Distance", unconsciously substitutes the word "stash" with "exhibit A", or begins sentences with "you have the right to..."), you may have been taken in by the devious powers of the Narc. To cast, casually ask the subject what type of undergarment he prefers. If the reply is "briefs", waste no time in removing him from the game.

Blade Barrier:

Duration: till 2 a.m. (unless there's a floor show)
Area of Effect: 1-5 Conspirators
Casting Time: instant
Components: Leather pants, XPS (cover charge)
Description: If pursued by Conspirators, you may use this spell to throw them off the scent. To cast, enter any nearby nightclub going by a names like "Snake in the Grass", or "The South Pole."

MAGIC (CLERIC SPELLS LEVEL 4)

Clerical Spells Level 3

Transmute Rock to Cash (Reversible)

Duration: As fast as can be spent.
Area of Effect: 1 ounce per level
Casting Time: 2-3 minutes.
Components: 1-2 Magicusers of Junkie Level or higher
Description: As you will see during game play, one of the most lucrative Clerical venues is this particular form of alchemy. Sly Clerics will soon notice that inexperienced Magicusers can be easily taken in by the spell "Transmute Crushed Soap to Cash".

Glyph of Warding

Duration: Until Removed by "Public Works"
Area of Effect: 1 brick wall
Casting Time: 1 minute
Components: Spray paint
Description: Used to advise Player and Non-players alike as to the dangers of entering the "turf" of the spellcaster and his adventuring party, or a place of Conspiratorial infestation.



Turf Ward (fuh)



Conspirator Infestation (pih)

Clerical Spells Level 4

Invisibility

Duration: Till the Components run out.
Area of Effect: 1 subject.
Casting Time: Instant.
Components: 100 XPS per level of subject.
Description: When covert action is necessary, the Cleric may wish to cast this spell on numerous subjects. To perform, merely hand the subject the required Components and whisper "you didn't

MAGIC (CLERIC SPELLS LEVEL 4)

see anything, you can't see me."

Sphere of Protection vs. Establishment

Duration: 1 Trial
Area of Effect: courtroom
Casting Time: Instant
Components: 5th Amendment
Description: When invoked, this spell has the ability to protect you from Conspiratorial Inquisitor's questions. To cast, chant the ancient words: "under the advice of council, I decline to answer, under the advice of council..."

Magicuser Spells Level 1

Felgn Sobriety

Duration: Until subjects leave, or something they say strikes you as hilarious, like "your uncle Artie died" or "spread 'em."
Area of Effect: 1-4 unwanted guests or 1-2 conspirators.
Casting Time: 2-10 minutes.
Components: Jar of peanut butter, pack of gum, Scope, Binaca, fan, Visine, 10 sticks sandalwood incense.
Description: Use of this spell will hold off over-inquisitive Non Players for short periods of time. Similar to the high level spell, Hide Tracks, material component: long sleeve sweater.

Leomond's Secret Stash

Duration: Until contents are cast.
Area of Effect: One wall.
Casting Time: 2 hours (1/2 hr if sheetrock).
Components: Hammer, nail, steel box, 1 large can coffee grounds, heavy gage plastic bag, duct tape, framed hanging picture of Mother Theresa and/or the Carpenters.
Description: An effective tool in case of Conspiratorial search, the Stash protects the user's magic against discovery.

Magicuser Spells Level 2

Mainline Missile

Duration: 3-12 hours.
Area of Effect: Perceptual reality.
Casting Time: 10 minutes.
Components: Cheap motel room, bunsen burner (see kit), cotton balls, rubbing alcohol, TV station

MAGIC (MAGICUSER SPELLS LEVEL 3)

tuned to 10 hour "Rockford Files" marathon.
Description: Personas who need to recuperate after a rough adventure, but who don't want to put up with the tedium of "down time" can use this spell to enhance the interest level of even the most bland subjects.

Fireball

Duration: 2-3 hours, or until fire department arrives.
Area of Effect: The cheap motel.
Casting Time: Instant.
Components: Same as Mainline Missile.
Description: Inexperienced Magicusers may, while attempting to use Mainline Missile, inadvertently cast this highly destructive spell. However, those characters created under Method IV might wish to consider using it as a transition between Personas, making the Conspirators believe that they have left the game. In such case, add "Unconscious Gigolo" to the components list.

Magicuser Spells Level 3

Stoned Tell

Duration: 3 minutes per sentence.
Area of Effect: 20-45 tangents
Casting Time: Continuous
Components: unending patience
Description: Stoned Tell allows the caster to understand the lyrical yet complex and often confusing tongue used by very high level Magicusers. This is one of the most useful spells on an everyday basis, as, depending what type of magic they are employing, their phraseology may vary widely. For example, if you were explaining to a wizard why you didn't bring the XPs with you, you could be confronted with "Heeeeeeey.....Nogreen, Man? Fuuuuuuh.....Hehheh.....nogreen, nogreen....yaknow? Shiiiiiiiil.....Heyman. Yagotta lite?" just as easily as you can understand "IdragallthisfuckingshitDOWNHEREfromtheraque tballcourtand(snort)youdonthavethegoddamnCAS HyoufuckingasssholeimaveryimportantmanmisterV ERYIMPORTANTandyoudontscrewwithmeyoullitl epunkimgonnatear(sniff)youanewcornpityoufuck...ohshityournotafuckingCOPareyouohjesuspl ease (sob) jesusplesenoilldoanythingplease- heretakemycreditcardilltellyouthepinnumber (sob) justdontarrestmeimreallyacleancutguy."

MAGIC (CLERIC SPELLS LEVEL 4)

Fly

Duration: T = $\sqrt{D/A}$

Area of Effect: Most of the sidewalk.

Casting Time: Instant.

Components: Open air balcony, running start, fairy dust.

Description: Bestowing upon the user the power of flight, this is most often used as a means of rapid egress.

Magicsuser Spells Level 4

Teleport

Duration: Instant (subjective).

Area of Effect: 200 mi. radius, cumulative, per case of Pabst.

Casting Time: 1-5 days.

Components: liberally applied mixture of random magics, bile-stained suede shoes, inflatable plastic companion and assorted ointments, Chevy Nova with broken tape deck and a middle aged stripper in the back seat, 74 packs of cigarettes, neon green tank top with "Do Ya Wanna in Tijuanna?" stenciled on front.

Description: If the Magicuser finds himself pursued dauntlessly by Conspirators, he might wish to chance this dangerous but powerful spell. Applied correctly, it will transport him to a random point within the stated range.

Spiritwreck

Duration: Until victim succumbs to shock.

Area of Effect: 1 Magicuser of Junkie Level or higher.

Casting Time: 1-2 weeks.

Components: chair, rope, water, tape of "French Connection II."

Description: This particularly cruel invocation is highly effective for interrogation purposes. Unlike most spells, though, Spiritwreck is cast without magic. Simply cut short the victim's supply of magic, and leave him in a guarded room with no sharp objects.

MAGIC ITEMS

Magic is not strictly confined to Magicusers, though. Any Freebaser may take advantage of the abundance of Magic Items in **TWOR**, most of which are available "over-the-counter."

TIPS (QUICK XPS)



Potion of Sleep



Can of Many Things



Potion of Speed



Baggie of Spell Storage

TIPS ON YOUR FIRST ADVENTURE

Once equipped, you will be ready to begin your own personal FREEBASE campaign. Like any other game, the finer points are something you have to acquire through play, but we feel that you will find the following knowledge useful.

QUICK XPS

Even the most successful Freebasers fall on hard times now and again. If you find yourself in need of XPs, don't give up hope. There are numerous ways in which you can recoup your losses with a nominal amount of effort, and resume the journey to the next class level. For instance, the industrious Thief may make a late night visit to a costume shop to gather the equipment for the sure-fire XP generator, *Salvation Santa*. And, for the daring Fighter or Magicuser, there is always potential for adventure and experience in Hustling "Ass." Finally, the entrepreneurial Cleric can convince desperate Magicusers to sacrifice anything in return for spell components, and as a healthy Non-Player "Infant" can command upwards of 50,000 XPs in certain markets, he knows what to ask for.

TIPS (SHELTER)

SHELTER

Regularly a problem for Freebasers, the question of safe hiding is difficult to answer; as an early-level adventurer, you will find relocation to be the most common mode of play. In choosing a dwelling, think in terms of non-permanency. Avoid anywhere that requires a "security deposit," your Persona Card, or a signature of any kind. Instead, ask others to show you the fruits of the "hospice" or "YMCA." Also, though not quite as comfortable, most houses of worship are open twenty-four hours as well as having a handy selection of free, hockable items up around the pulpit.

TRANSPORTATION

FB provides great selection in available transport. If you have the necessary experience, you can take advantage of the commuter transit system, or the wild Cabbie (q.v.). But if this is not an option, you will find that most Non-Players will be happy to lend you their vehicle and/or give you a ride with the proper encouragement. If the owners are not home, they are obviously not going to be needing their vehicle, and you may borrow it.

FOOD

In homage to our roots, in which the hungry fighter would wander through a dungeon that had not seen daylight for centuries and find an edible wheel of cheese or a perfectly cooked plate of mutton, not only may you eat anything you find in nooks and crannies of **TWOR**, but we have also seen to it that many choice rations will be left for you at the "curbside" on Thursday nights, barring National Holidays.

CREATURES

As you traverse the realm of **FB**, you will come to be familiar with the various creatures that inhabit the setting of **TWOR**. Some can assist you, some will cause conflict, and it is up to you learn to recognize them. All too often a Player will be knocked out of the game because he or she could not readily tell the difference between a Krishna and a Skinhead. Here is a small sampling of those you might encounter:

CREATURES (CABBIE)

CABBIE

FREQUENCY:

Common

(to actually stop: very rare)

NO. APPEARING: 1

(10-15 at any diner after 11)

SPECIAL ATTACKS:

Pepper spray, radio that plays nothing but "Captain Jack" or "Fire and Rain"

SPECIAL DEFENSES:

1 inch Plexiglas, choppy English, stories about how he "knows people"

MAGIC RESISTANCE: Low

INTELLIGENCE: Average

ALIGNMENT: N

DESCRIPTION: At a price, the Cabbie can transport you to any City location. But the wary adventurer will monitor the route the Cabbie takes; these XP hungry creatures often employ magics of their own, such as Lose the Path and the insidious Meter of Unholy Rates, leaving the careless Persona a level lower for the trip. Clerics in need of a quick getaway may note that the Cabbie is highly susceptible to Invisibility.

CONSPIRATOR, TYPE II (Flatfoot)

FREQUENCY: *Common*

NO. APPEARING: 1-10

SPECIAL ATTACKS: *handgun*

SPECIAL DEFENSES: *Radio for backup*

MAGIC RESISTANCE: Low (*potions only, esp. Baili's*)

INTELLIGENCE: Low

ALIGNMENT: CE

DESCRIPTION: A close relative of the Type I (Mallcop), the Flatfoot can be found wandering random neighborhood streets, or sleeping in his battle wagon. Either way, these lethargic beings are a useful source of equipment, as they are relatively easy to overwhelm if caught alone. The best way to hunt, of course, is through a stealthful rear approach; thus preventing the creature from calling for assistance. On any one Flatfoot, the Freebaser may find a handgun, 1-3 speed loaders, 10-100 XPs, and 1-3 issues of *44DD*. Again, Method IV Players (Thieves in particular) will find this Conspirator Type offers many exciting possibilities, even if they are only short term.



CREATURES (CONSPIRATOR TYPE IV)

CONSPIRATOR, TYPE IV (DEA Agent)

FREQUENCY: *Very rare*

NO. APPEARING: 4-20, depending upon the size of the shipment

SPECIAL ATTACKS: *Access to unreasonably large weapons and armed support*

SPECIAL DEFENSES: *Extreme legal protection, Kevlar, Ray-Bans*

MAGIC RESISTANCE: *Low (see below)*

INTELLIGENCE: *High*

ALIGNMENT: *CE*

DESCRIPTION: Of the most feared incarnations of Conspirator, the DEA Agent has nearly unlimited resources with which to combat the Freebaser. If, however, it can be gotten alone to talk business, the low MR of the creature makes it highly susceptible to magical influence; specifically the sticky residue left by the flow of magic, referred to as *kickback*.

CONSPIRATOR, TYPE V (Substance Abuse Counselor)

FREQUENCY: *Very Rare*

NO. APPEARING: 1

SPECIAL ATTACKS: *Straightjacket, methadone*

SPECIAL DEFENSES: *1-5 guards, psychology*

MAGIC RESISTANCE: *Total*

INTELLIGENCE: *Genius*

ALIGNMENT: *CE*

DESCRIPTION: The crafty and cruel SAC is arguably the most dangerous foe a Player could come across. Though they speak through a veil of kindness, their lair, referred to as a "Halfway House," is a fearful place, filled with the screams of the tortured. With the powerful, and seemingly logical dark magic called psychology, they can lure even the experienced Freebaser into the hellish plane of The Real World. Usually only the highest level Freebasers have the strength to do battle with such a demon. It is said that the only way to banish their spellwork is to loudly chant the Holy refrains of "Crosstown Traffic" repeatedly over their speech.

CREATURES (MEDIA REPORTER)

DELIRIUM TREMENS

FREQUENCY: *Common*

NO. APPEARING: *Variable*

SPECIAL ATTACKS: *Cause fear*

SPECIAL DEFENSES: *instant regeneration*

MAGIC RESISTANCE: *NA*

INTELLIGENCE: *none*

ALIGNMENT: *NA*

DESCRIPTION: Deriving sustenance from the endorphins produced by a Magicuser deprived of his craft, these freakish little indestructible imps erupt from the shadows en masse to attack. The "DTs" often promote panic in their victims, as they may appear as anything from tiny plaid spiders to miniature clones of Carol Channing scaling their prey's back with shrimp forks.

HO

FREQUENCY: *Common*

NO. APPEARING: 1-10 per corner

SPECIAL ATTACKS: *tight vinyl, Philter of Burning Urination*

SPECIAL DEFENSES: 1-25 flavored prophylactics

MAGIC RESISTANCE: *None*

INTELLIGENCE: *Low*

ALIGNMENT: *LN*

DESCRIPTION: These Sirens of the City are frequently the downfall of many a new Player, drawing them into their web of seduction, leaving them without experience, and with a painful itch. Most recently, though, Players have been able partake in a Freebase contest for who takes the most Hos out of the game! After you have removed a Ho, call the Operator, give the street address, and say the code words with an English accent: "Ol' Jacky's Got Anotha One." The next winner will be judged in just a few weeks, so hurry!

MEDIA REPORTER

FREQUENCY: *Common*

NO. APPEARING: 1 for every local station

CREATURES (HOKING)

SPECIAL ATTACKS: *Utter lack of shame/respect for human dignity, autofocus*

SPECIAL DEFENSES: *Light rack, big van*

MAGIC RESISTANCE: *Low (on record: high)*

INTELLIGENCE: *High*

ALIGNMENT: *LE*

DESCRIPTION: A relative of the Ho, this deceptive being can act as an effective tool against the Conspiracy if approached in the proper manner. If you are beset by Conspirators, and the odds are heavily in their favor, do not fight back, but rather let them damage you as much as possible. This will almost certainly be recorded by a Media Reporter. Then, while incarcerated, "grant an interview" to the same creature, making sure you seem docile and kind, almost pitiable. Stories involving statements like "stormy home life," and "My Father the Pusher" will help. If the ratings are high enough, you will be set free, and if you make "Nightline", you may get some XPs from it as well. Daring Players will also scout around for that wily beast, the Publisher.

HOKING

FREQUENCY: *Uncommon*

NO. APPEARING: 1

SPECIAL ATTACKS:

Bad taste in hats

SPECIAL DEFENSES:

1-6 Fighters (see below),

1-1000 Sequins of Blinding

MAGIC RESISTANCE: *None*

INTELLIGENCE: *Low*

ALIGNMENT: *LE*

DESCRIPTION: Wherever there are Hos, these violent and despicable things are sure to be close by, as they live in symbiosis with the former, giving protection in exchange for XPs. Players on *Hohunt '95™* must be cautious; as long as there are XPs to be gained, the Hoking will use everything in his power to keep his Hos from harm. This oftines includes employment of a small, heavily armed Fighter retinue (a position some unscrupulous Players accept).

REGISTER JOCKEY

FREQUENCY: *Common*

NO. APPEARING: 1

SPECIAL ATTACKS: *Comic frenzy*

SPECIAL DEFENSES: *Alarm, 1-20 Video cameras*



A FINAL NOTE

MAGIC RESISTANCE: *None; these creatures are famed dimensional travelers*

INTELLIGENCE: *Animal*

ALIGNMENT: *N*

DESCRIPTION: Though easily the most prosaic of foes, the Register Jockey still offers much enjoyment to Fighters everywhere; as a beginner, be sure not to pass up their hilarious antics by removing them too soon. Comedy classics like "Vomit on the Counter in Sheer Terror," "Caught in the John," and "Stave in the Skull on the Twinkie Rack" will have you in stitches. If there is time, you will find a Manager in the back. He can help you find the security tapes of the show, so you can enjoy them later in home viewing.

WINO

FREQUENCY: *Common*

NO. APPEARING: 1-10

SPECIAL ATTACKS: *Broken Night Train bottle*

DEFENSES: *Wall of Odor*

MAGIC RESISTANCE: *None.*

INTELLIGENCE: *Unknown. Often treated as Low, but some speak fluent French.*

ALIGNMENT: *N*

DESCRIPTION: The mysterious Wino, mostly overlooked by the general populace of FB, is a benign nomadic creature who traditionally inhabits bus stations and parks. What the exact genus they are is difficult to discern, though it is commonly accepted that they are a branch of the *Cashus Gimmesum* family of XP parasites, which also includes others such as the Scalper, Sidewalk Messiah, and Amway Cultist. Some think, however, that they are actually ambassadors of a sort; otherworldly guests from the Para-Dimension of Ripple. Note: More than 10 (referred to as a "pride") appearing at any given time is possible: see the "drunken mob" rules of the upcoming supplement, **Looter: A TWOR Guide to Civil Upeaval**.

A FINAL NOTE

All of us look forward to your participation; we have been too long without you! For now, get some sleep. When you wake tomorrow, you be taking your first step into a whole new realm of magic and adventure: The World of Reality!

See you soon!





High on the Hog™

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MORE

- * **SHOE KATA**: AS THAT PSYCHO BRUCE LEE SHIT BUT ANG/DAM IS MEAT/3. YOU MAY LAUNCH YOUR SHOES AT PEOPLE (PRESUMABLY ENEMIES UNLESS YOUR ONE OF THOSE SPOOKIE, RANDOM VIOLENCE DOC MARTIN TERRORISTS) AT A RANGE OF YOUR MEAT*2 IN FEET (IE: 2'-20') CHARACTERS WITH NEGATIVE MODIFIERS WHO TRY THIS AUTOMATICALLY KICK THEMSELVES 1d6 TIMES IN THE HEAD. SHOE KATA WITH CLOWN SHOES (SEE EQUIP. SECTION) IS ESPECIALLY DEADLY AS THE DAMAGE IS UPED TO MEAT/5 AND THE SHOES RETURN ONCE LAUNCHED. <FEET SKILL>
- * **SHOOTIN' KINDA SMALL GUNS EXPERTLY**: ALLOWS YOU TO SHOOT KINDA SMALL GUN EXPERTLY WHAT DO YOU WANT FROM ME, I'LL MAIL THE CHECK LATER, YOU'LL GET YOUR PHOTOS, YOU'LL GET YOUR PHOTOS... OH... THE BONUS FOR USING THIS SKILL, AS OPPOSED TO THE ORIGINAL WHICH IS NOW OBVIOUSLY SO REDUNDANT AS TO SUCH BEYOND COMPARE, IS EITHER +1 SHOOTIN' BONUS, +1 DAMAGE POTENTIAL OF WEAPON OR THE ABILITY TO PEPPER 2 VICTIMS (OR +1 VICTIM IF THIS IS ALREADY POSSIBLE). <FEET SKILL>
- * **KNIFE SHOW**: YOU EVER SEE CLINT EASTWOOD IN THAT MOVIE BRONKO BILLY WILD HICKOCK PANTS OR WHATEVER IT WAS, Y'KNOW THAT SCENE WHERE HE'S GOING TO THROW THAT LAST KNIFE AND YOU KNOW ITS GOING TO HIT HER? YEAH I SAW IT TOO WASN'T IT TRAGIC? DON'T YOU THINK SHE KNEW IT AND WOULD HAVE JUMPED OUT OF THE WAY IF SHE COULD HAVE? THAT'S THE THEORY HERE. THE CLOWN THROWS TWO KNIVES AT HIS OPPONENT WHO IS IN COVER, MISSING INTENTIONALLY, AND AS THAT PREGNANT PAUSE HOVERS OVER THE THIRD THROW THE VICTIM MAKES A GM TEST, FAILURE MEANS HE BOLTS OUT OF COVER (EVEN IF IT'S A TANK) AND INTO THE OPEN, BINGO! LIKE SHOOTIN' DUCKS IN YOUR SINK (+2 SHOOTIN'). <FEET SKILL>
- * **THROW PEE**: HAS A FAIRLY MISLEADING TITLE, IT REALLY REPRESENTS A CLOWN'S ABILITY TO MAKE A HALFWAY DEADLY THROWING WEAPON OUT OF ANYTHING. EXAMPLE: BURSTING INTO WHAT MUST HAVE BEEN THE CHILD'S ROOM PACKAGE THE CLOWN REACHES THE BED GRABS THE FIRST OBJECT HE CAN LAY HIS HANDS ON. HIS PERSUEVER TURNS THE CORNER JUST IN TIME TO SEE ANGORA ALICE THE STUFFED BUNNY RABBIT AS IT ENTERS THROUGH HIS RIGHT EYE SOCKET AND PUNCHES A HOLE THROUGH THE BACK OF HIS HEAD BIG ENOUGH TO DRIVE A SCHOOL BUS THROUGH, IT CAME TO BE KNOWN AS THE ANGORA SANCTION, IT WAS THE END OF CLIVE, SLAYER OF KINGS, BUT IT MARKED THE RISE OF A CLOWN NAMED PACKAGE. ANY OBJECT CAN BE THROWN FOR AN ANG/DAM 9/1 <FEET SKILL>
- TIE KNOTS**: THIS SKILL FAIRLY COVERS EVERYTHING YOU'D EXPECT FROM TIE KNOTS, BUT WITH THE AID OF A SALISBURY SCOUT UTILITY KNIFE (SEE EQUIP) IT ALSO COVERS TIEING KNOTS WITH STEEL GUARDERS <MT SKILL>
- STARTING FIRES**: ALL THE ABLE BODIED YOUNG SCOUT NEEDS IS A LITTLE FUEL AND TWO MEAN THOUGHTS TO RUB TOGETHER AND (BOGUSLY DIFFICULT (-4) SKILL TEST) HE CAN START FIRES. <GM SKILL>
- THE FIFTY**: CONSCIENTIOUS, ALWAYS PREPARED, WITH THE RIGHT TOOL (WHICH EXISTS AMONG OTHER PLACES, IN THE SALISBURY SCOUT UTILITY KNIFE) A BURGEONING YOUNG NEO-NAZI TERRORIST LIKE THE SALISBURY SCOUT CAN BYPASS LOCKS, ACCESS LOCKED COMPUTER FILES AND RE DIRECT ORBITING ATTACK SATELLITES. LITTLE RAT BASTARDS <GM SKILL - DVM: LIKE THIS ONE'S GOING TO DEFAULT TO MY NUTS>
- BOZO-60**: REPRESENTS THE TENACITY OF SALISBURY, IT ALLOWS THE SCOUT A ROLL TO TEMPORARILY INCREASE A PHYSICAL STAT BY +2 FOR AS MANY ROUNDS AS HE CAN TAKE 3PTS DAMAGE / RND. MAKE A LUG TEST AND OFF YOU GO. <STAT SKILL>
- PENNYWISE LEAVO**: A SUCCESSFUL TEST ALLOWS A SCOUT TO FUNCTION W/O PENALTY EVEN WHILE PISS DRUNK. MODIFIERS: SNOOTFULL: -4 SHOULD BE DEAD KINDA NIGHT: -8 <MT SKILL>



OFFICIAL CAUSE OF DEATH: THE TEQUILA WORM PATCH.

* CLOWN SKILLS ARE SPECIFIC TO THEIR SECRETIVE ORGANIZATION ALONE, A CHARACTER MAY ONLY DEVELOP CLOWN SKILLS IN A CLUSTER THAT HE HAS GAINED ACCESS TO. EX: MINX HAS SHOE KATA, HE MAY THEREFORE SPEND ANY EARNED PRICKWDS ON SKILL OF THAT CLUSTER (PENNYWISE) BUT HE MAY NOT DEVELOP SKILLS IN THE BOZO OR CLARIBELLE CLUSTERS AS HE HAS NONE OF THOSE SKILLS (NO TRAINING). ACCESS TO CLOWN SKILLS COMES ONLY FROM CHARACTER GENERATION AND ROLEPLAY I.E. MEETING A CLOWN MENTOR

IN GAME. THOSE UNINITIATED TO THE WAYS OF THE CLOWN, OR LA MEMEN, CAN NEVER ACQUIRE CLOWN SKILLS WITHOUT A MENTOR TO INTRODUCE THEM TO THE WAYS OF BOZO, CLARIBELLE AND PENNYWISE.

MORE MORE MORE

MAKING FRIENDS (AND USING THEM TO INFLUENCE PEOPLE):

ONCE A SKILL THAT WAS AVAILABLE ^{TO} THE ENTIRE POPULACE OF THE COW, MAKING FRIENDS IS NOW PUNNISHABLE BY DEATH. BACK IN THE GOOD OLD DAYS IT USED TO BE THAT GENETIC ENGINEERING WAS A BASIL PART OF ELEMENTARY SCHOOL CURRICULUM, HELL IT WAS TAUGHT IN EVERY SCHOOL AND INQUIREING YOUNG MINDS WOULD BRING HOME THEIR PROJECTS FROM GENE SHOP (OR RATHER THEIR PROJECTS WOULD FOLLOW THEM HOME) AND SHOW THEM OFF TO THEIR PARENTS WHO INEVITABLY ENDED UP USING THEM AS ASHTZAYS. THE PREVELENCE OF THESE PROJECTS EVENTUALLY BECAME THE HEART OF THE PROBLEM WHEN THE SECOND GRADERS DECIDED THEY'D HAD ENOUGH OF THE THIRD GRADER'S HIGH BROW "I'M RUBBER AND YOU'RE GLUE" CRAP AND SICKED THEIR PROJECTS ON 'EM. WELL THE THIRDS HAD PROJECTS OF THEIR OWN AND THIS SOON BALLOONED INTO THE GALAXY-WIDE RECESS WARS OF LAZAR. NOW THE SKILL THAT CREATED THAT SORT OF MASS-CONFLEGATION OF GIANT MUTANT CHIGGERS HAS LONG SINCE BEEN LOST IN THE ANNALS OF TIME BUT WITH ENOUGH TIME, RESOURCES, AND BAKER'S YEAST YOU CAN (WITH A SUCCESSFUL ROLL) CREATE A VARIETY OF LOW LEVEL GENETIC PALS. SOME HAVE SAID THERE WERE SURVIVORS OF THE LAZAR HORRORS AND THAT THESE HALF-MAD VENERABLES WANDER ABANDONED PLAYGROUNDS LOOKING FOR DISCIPLES. (GREYMATTA SKILL)

SCAB & HOARY SCAB: THESE ARE YOUR ALL PURPOSE HEALING SKILLS. SCAB ALLOWS YOU TO HEAL WOUNDS FROM 10 HP-20* HP AND SUB IN PRO FOOTBALL GAMES. BEING A HOARY SCAB DOCTOR ALLOWS YOU TO HEAL WOUNDS FROM 1 (MOSTLY DEAD) UP TO 9 (MORE OR LESS ALIVE) (GREYMATTA SKILL)

RUBBALEG: OUTSIDE OF FAST FOOD, THE CHURCH, EXTORTION, WEAPONS MANUFACTURING, CARPET BOMBING AND ADULT PASTRY SALES, THE MANUFACTURE AND DISTRIBUTING OF ARTIFICIAL LIMBS IS HÖL'S LARGEST INDUSTRY. GET IN ON THE GROUND FLOOR NOW (GREYMATTA SKILL)

SMACK (SWEET SMACK): EVERYTHING FROM ANGEL DUST TO PIXIE STIX, BUBWEISER TO YÜHÜ. IF ITS A CHEMICAL YOU CAN MAKE IT AND SELL IT TO THE UNWARY OR JUST PLAIN DIM. (NOT THAT YOU WOULD, SHAME ON YOU FOR EVEN THINKING IT). REALLY, THIS SKILL CAN BE USED IN ALL AREAS OF CHEMISTRY & CHEMICAL ANALYSIS (GREYMATTA SKILL)



- *THAT'S PEOPLE WHO ARE DOWN TO 10 WOUNDS AND HEAL THEM UP TO HEALTHY (20 WOUNDS) ON BOTH SKILLS
- 1 WOUND IS CAKE,
 - 2 NORMAL
 - 3 KINDA OVERWHELMING
 - 4 BOGUSLY DIFFICULT
 - 5 REALLY BOGUSLY DIFFICULT
 - 6 REALLY REALLY BOGUSLY DIFFICULT, ETC.

finis

SIDEKICKS

THERE COMES A TIME IN EVERY SELF STYLED HERO'S WHEN THE ENDLESS DAYS OF DETECTIVE WORK, SKULL BASHING, AND VILLIAN FOILING JUST DON'T BUTTER YOUR PROVERBIAL BISCUIT ANYMORE. UNABLE TO DISCERN THE TRUE ROOTS OF THE PROBLEM, YOU CONTINUE TO LOSE SLEEP NIGHT AFTER NIGHT, TWISTING THE SHEETS INTO SO MUCH LINT, IN YOUR SUPER STRUGGLE, AND YET BY DAY STILL PUTTING ON YOUR MOST HEROIC FACE LIKE A GOOD LITTLE SOLDIER. THEN IT FINALLY HITS YOU. YOU LACK COMPANIONSHIP. YOU SEE, THE LIFE OF A HERO IS A LONELY ONE, A THE ONLY PEOPLE YOU SEE SOCIALLY ARE THE GIGGLING TIGHT CLAD NINNIES YOU BATTLE ACROSS THE ROOFTOPS ON A DAILY BASIS. WHAT YOU NEED IS AN EAGER LEWIS TO YOUR ALL EXPERIENCED MARTIN, A SPANDEX SONNY TO YOUR OVERLY MUSCULAR CHER. SO WHAT IS A HERO TO DO, EVERYONE KNOWS A FIRST CLASS SIDEKICK GOES FOR BEAUCOUP BUCKS & LET'S FACE IT, YOUR SECRET LAIR IS IN SERIOUS NEED OF REMODELING AND YOU'RE NO BILLIONAIRE PLAYBOY. WHAT ARE YOUR OPTIONS, LEASING, BUYING USED, HOME GROWN, AND WHAT ABOUT CARE AND FEEDING. CAN YOU GET BOOKS ABOUT THIS, INSTRUCTIONAL VIDEOS? WELL, LET ALL THOSE FEARS JUST FADE AWAY, WE'RE HERE TO HELP.

I KNOW YOU'RE CONFUSED. BUT IT'S OK. WE'LL TAKE THIS ONE STEP AT A TIME, FIRST LET'S TALK ABOUT MAKING YOUR OWN SIDEKICK FROM SCRATCH, THEN ABOUT BUYING USED, WHICH HAS ITS OWN UNIQUE PITFALLS SO IS BEST ADRESSED SEPARATELY.

YEAH - SO ANYWAY LET'S GET YOU A SIDEKICK. THE FIRST THING YOU'LL NEED IS A WORKING KNOWLEDGE OF OUR CHARACTER BUILDING SYSTEM OF "KUDO'S" AND YES, IN THIS CASE WE'VE GIVEN THEM YET ANOTHER CLEVER NAME, I'M CALLING THEM "KICKKUDOS" OR "KKS" BUT YOU CAN PRETTY MUCH DO THE SAME THINGS WITH THEM AS WITH "BIGPRICKKUDOS" OR THOSE CHARACTER GENERATIONAL "KUDO'S". YES, YET ANOTHER THING TO ADD TO YOUR "WHY I HATE DIRT MERCHANT GAMES, AND WOULD LIKE TO MAKE THEM AT CARPET LINT" LIST

THE FOLLOWING RULE APPLY TO ALL SIDEKICKS:

1. "VILLAINS" WILL ALWAYS PREFER TO KIDNAP/ TORTURE YOU RATHER THAN SIMPLY KILL YOU, AS IT'S JUST A HECK OF A LOT OF FUN, SEE THE "KIDNAPPING CHART" FOR MORE
2. CROTCH SOCCER DOES NOT WORK ON THEM.
3. SIDEKICKS ONLY TAKE HALF DAMAGE FROM COLD SOURCES, AND ARE COMPLETELY FREE TO RUN AROUND ON THE SURFACE OF ICEBERGS CLAD IN NOTHING BUT TIGHTS, A MASK AND A LEATHER SPEEDO, HEY IT JUST DOESN'T SEEM TO BOTHER THEM.
4. YOU ALWAYS KNOW WHERE YOUR HERO IS.
5. YOUR INITIATIVE IS ALWAYS HERO'S-1.



SO BACK TO THE KUDO THING, SIDEKICKS RECEIVE A MEASLEY 4 KK'S TO BUILD THE PERFECT WARRIOR, YES THATS 4, BECAUSE THEY SUCK - A SORT OF "CHARACTER LIGHT," AND WE ALL KNOW THAT "LIGHT" ANYTHING BLOWS THE BLUE CABOOSE, THEY DON'T HAVE A TOTEM ANIMAL OR GET TO ROLL ON ANY CHARTS OR DO ANY OF THE THINGS THAT A REAL BOY DOES, BECAUSE AFTER BEING CHOSEN OUT OF HIS GRADE SCHOOL CLASS - LIFE BECOMES HARD, FOR JUSTICE IS A CRUEL MISTRESS. SIDEKICKS LEAVE THE REALM OF MORTALS AND BECOME ARCHETYPES, A SINISTER STEROTYPICAL PARODY OF REAL LIFE. SO, TO CREATE YOUR BUDDING BOY WONDER, CHOOSE A SDEKICK ARCHETYPE FROM THE LIST BELOW, ADD STAT AND SKILL BONUSES FROM SPENT K.K.'S TOGETHER WITH ANYTHING YOU CONVINCE THE H.M. TO GIVE YOU, AND PRESTO! A NEW LEGEND IS BORN.

CIRCUS ORPHAN = MT 2 FT 4 NT 4 GM 0 MD 2

SKILLS: TRAPEZE ARTISTRY 2

PSYCHO BRUCE LEE SHIT 2, RUN IN TIGHTS 2,

SPECIAL ABILITY: EMBARRASSING COSTUME, YOU TAKE A -1 NUTS FOR EVEN BEING SEEN WITH THIS PRANCING LITTLE SWEETCHECKS.

TECHNO GEEK = MT 2 FT 0 NT 4 GM 4 MD 4

SKILLS: TURN RADIOS TO HOWITZERS 2, SCIENCE, AND EVERYTHING YOU FAILED 2, EXPLAIN ANYTHING 2

SPECIAL ABILITY: INSTANT VIDEO GAME MASTERY

STREET PUNK = MT 4 FT 2 NT 2 GM 0 MD 4

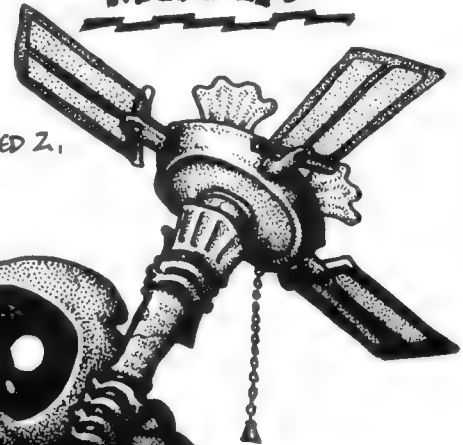
SKILLS: MAKE SOMEONE STOP LIVING WITH YOUR FIST 2, THE DOZENS 2, OPERATE VEHICLE 2

SPECIAL ABILITY: CAN GET FREE SODA FROM COKE MACHINES.

GENERIC = ALL STATS AT 2

SKILLS: NONE

SPECIAL ABILITY: INEXPENSIVE



NEED A LAD

EXTRANEIOUS NOTES ON:

STRAIGHTMEN, UNLIKE SIDEKICKS ARE ACTUALLY HUMAN BEINGS WHO, FOR REASONS OF THEIR OWN HAVE GIVEN UP THE LIMELIGHT AND MADE THEIR WILL SUBSERVIENT TO YOURS - GENERATE LIKE A "REAL" CHARACTER, BUT IGNORE ANY "SIDEKICK" RESULTS AS THEY ARE NOT ALLOWED TO HAVE ANY.

- LAME

IF YOUR SIDEKICK BREAKS HIS LEG HE MUST BE PUT DOWN, ITS THE ONLY CIVILISED THING TO DO.

KUBBY THE WALRUS BOY



ACORN



SIDEKICK COST, AS MANY PLAYERS WHO DO NOT HAVE ONE, OR WHOSE BELOVED "BAGELBOY" HAS PASSED ON MAY WANT TO PURCHASE A SIDEKICK, I RECOMMEND EXTREME LAVISH AND EXHORBERANT PRICES TO THE H.M. SIDEKICKS ARE A NONRENEWABLE RESOURCE AND OUGHT TO BE PROTECTED

SECOND HAND SIDEKICKS: EVERY YEAR PLENTY OF PERFECTLY GOOD RANKS OF THE UNEMPLOYED, MOST WITH YEARS OF PERFECTLY LOYAL SERVICE LEFT IN THEM. THE REAL TRAGEDY IS THAT SOME OF THEM WILL NEVER FIND A HOME, A JOB, OR A HERO NOT TRYING TO PUT "EIGHTBALL IN THE CORNERPOCKET." ALSO THEIR STATUS MAKES THEM A BOON FOR THE STARTING HERO WHO IS ON A BUDGET, OR JUST LOOKIN' TO SAVE A FEW GROBS. TO GENERATE THE "PLAYING PROFILE" OF THE SECOND HAND SIDEKICK, START WITH THE "GENERIC" ARCHETYPE AND NO KUDOS. TO GAIN KUDOS AND SIMULATE THE "LIFE EXPERIENCE" OF THE OLD HAND, YOU CAN TAKE "SHORT-COMINGS" EACH ONE GIVES YOU +1 KK TO SPEND ON YOUR NEWFOUND

BRASS ONE

FRIEND. THE FOLLOWING IS A BY NO MEANS EXHAUSTIVE LIST:
 missing limb, attitude problem, dirty fights, epilepsy, drinks, touches self in public
 tour guide, drone, bowel control problem, stutters, smokes, glory days storyteller, edible
 baby head, ass breath, soulless circumlocution, your mother, narcoleptic
 nervous bladder, braying jag, low self-esteem, anorexic
 eats without snoring, savage green behemoth, clumsy, danger junkie, fat
 extreme political views, run of the mill crack junkie
 Irish game designer, rabies sufferer, hernia, hog
 Jim Stattel, Elmer, parrot head, deadhead, frat boy
 prim a doper, talk show host, conehead, pinhead
 eraser head, asshole, has LSD flashbacks, cabbie
 Surley store clerk, Indian giver, pope
 graphic designer, writers, posers, lawyer
 born again, anyway salesman, know it all.
 superiority complex, piles.

THE FUND

SANDWICH HEAD NED

AND NOW THINGS I HATE
 TO ADMIT I ALMOST
 FORGOT WHILE CAUGHT
 UP IN THE SPIRIT OF THINGS

THE "KIDNAPPING CHART"

1. AS THE VILLAINS HENCHMAN SLAPS THE WET CLOTH OVER YOUR NOSE AND MOUTH, YOU SUDDENLY COME TO THE REALISATION THAT YOU'RE NOT FALLING GENTLY ASLEEP. THIS DOES MUST HAVE ACCIDENTLY GRABBED THE "LECTRA SHAVE" WHILE REACHING FOR THE MORE FAMILIAR CHLORFORM. A SMILE CROSSES YOUR FACE, JUST AS HE STAVES IN YOUR JAW WITH THE I-BEAM.
2. YOUR PUBLISHER HOLDS A PHONE IN POLL TO DECIDE YOUR FATE, THE READERS (PLAYERS) VOTE WHETHER YOU LIVE OR DIE IN THIS CLIFF-HANGER. Sorry, but JOHN R. PUBLIC WILL NOT BE IGNORED.
3. VILLIAN GIVES YOU HORMONE TREATMENT, HASTENING THE ONSET OF PUBERTY. YOUR HERO IS FORCED TO GIVE YOU UP, AS BEARD BURN HURTS HIS SENSITIVE SKIN.
4. WHILE IN CAPTIVITY, YOUR CONTRACT LAPSES, MAKING YOU ELIGIBLE FOR PLAN B FREE AGENCY. FRANKLY THE VILLAINS MAKE YOU A BETTER DEAL, SO YOU JOIN THE FORCES OF EVIL.
5. YOUR HERO MUST BE SOME KIND OF BIZARRE MARTYR. HE ACTUALLY PAID THE RANSOM. HOWEVER, HE HAD TO SELL EVERYTHING HE OWNED TO DO IT. CRIME MAY PAY BUT GOOD ALWAYS GETS THE SHAFT.
6. IN A MOMENT OF HUBRIS, THE VILLIAN FORGETS THE RULES OF THIS LITTLE GAME, AND TELLS YOU ALL HIS TOP SECRET, VERY EVIL PLANS. OF COURSE HE WAS FORGETTING THAT THIS WOULD ALLOW YOU TO ESCAPE AUTOMATICALLY.

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WEAPON DATA :

WEAPON CODE BREAKDOWN: ANGUISH/DAMAGE (SHOOTIN' BONUS)/
RANGE (BLAST RADIUS OR % OF PEOPLE YOU CAN PEPPER)/SIZE OF HOLE IT WOULD PUT
IN COUNTRY - WESTERN SIMILAR SLIM WHITMAN [CLIP CAPACITY] COST IN CONFEDERATE
CHITS (DUMP TECHNICIAN BRIBE TO FIND YOU ONE) MODIFIER ON "YOU LOOSE" CHART. *

PEPPERING: SOME WEAPONS CAN "WALK THIER FIRE" OR "SPRAY" OR, AS WE LIKE TO PUT IT "PEPPER THE LIVING SHIT"
OUT OF MULTIPLE VICTIMS. PEPPERING ONE VICTIM IS RESOLVED AS NORMAL (SKILL + SHOOTIN' BONUS). PEPPERING MULTIPLE
VICTIMS SUBTRACTS 1 FOR EVERY POOR SHMUCK AFTER THE FIRST. EXAMPLE: CHAS, THE STICK FACED BOY, TIRED OF PLAYING
"FETCH" LEVELS HIS MISTER SMELTER AT 'REX', 'SPIKE' AND 'CUDDLES', THREE FOURTHS OF A PARTICULARLY NASTY BAND
OF FOODLE MUTANTS WHOSE FOURTH MEMBER 'SPECK' IS CURRENTLY SERVING AS AMMUNITION FOR SAID SMELTER.
MISTER SMELTER CAN ONLY SPRAY UP TO TWO TARGETS SO CHAS DECIDES THAT REX AND CUDDLES MUST PAY. CHAS' SHOOTIN'
KINDA BIG GUNS SKILL IS 14 AND THEN TO TOO ACUATE MISTER SMELTER HAS A SHOOTIN' BONUS OF -2 LEAVING CHAS
WITH 12 ON TOP OF WHICH HE SUFFERS AN ADDITIONAL -1 FOR SHOOTING AT BOTH REX AND CUDDLES FOR A TOTAL MODIFIED
SKILL OF 11 FOR EACH SHOT (PEPPERING SHOTS ARE ROLLED SEPERATELY UNLESS THE H.M. THINKS THIS SUCKS). CHAS ROLLS
6(11=17) TO HIT REX BUT ONLY A 3(11=14) FOR A TOTAL MISS AND CUDDLES AND SPIKE ARE ALL OVER CHAS LIKE TWO
FOODLE MUTANTS ON A STICK-FACED BOY. IT IS PROBABLY GOOD TO NOTE THAT TO PEPPER MULTIPLE VICTIMS, THEY HAVE TO BE
STANDING AT LEAST SORTA CLOSE TO EACHOTHER.

WEAPON STATS *Classic* (OR: WEAPONS FROM THE FIRST BOOK WE WERE TOO LAZY TO GIVE YOU FULL STATS FOR.

- BOBBY GRINDER: 15/2(43) / 184' (PEPPER UP TO 10 VICTIMS) / C [2000 MICRO CALTROP (40/BURST)] 331 (TALKING TEDDY BEAR) -2
- BIG BOPPER: 17/2(0) / 11' (16 NOTES ARMOR, NOT MEAT, JUST ARMOR) / C [16] 413 (JACK IN THE BOX) D+ CONSTANT USE CAUSES TUMORS.
- RX-109 CRATER MAKER ASSAULT CANNON AND SOUP THERMOS: 16/4(0) / 111' (5' BLAST RAD) / D [16] 462.5 (WARM FRESH DOUGHNUTS) -1
- GORE-X ROTARY TENDERIZER AND BLADECASTER: 15/3(11) / 36' (-) / C [16] 359 (BOX 4000 BENDY-STRAWS) -1
- HEALTH-B-GONE 20/3(-1) / 1500' (PEPPER 3) / D [16] CAN 914 (ROSE/CAN) +1
- HÖCKLER + KETCH MEGA DRAMA PLASMATIL REVOLVER: 10/4(11) / 23' (-) / C [15] 499(-12) = 487 (LIL' WRANGLER OUTFIT) 0
- JACKSON/PRIOR INFERNO PISTOL 20/2(0) / 10' (PEPPER UP TO 3 VICTIMS) / B (VICTIM TAKES 11' EVERY ROUND AFTER THE FIRST
UNTIL HE IS PUT OUT, SO POTENTIALLY - H) [15] 266 (ASBESTOS SLINKY) -1
- KINDRED ARMY ANTI-DEPRESSION BLASTER: 6/2(-1) / 64' (-) / A [15] 38 (20 BOXES OF KINDRED ARMY 'MINITY TASTE OF
FREEDOM COOKIES' AVAILABLE AT K.A. BAKE SALES FOR THE PRICE OF ONE WORKING BLASTER PISTOL) -2
- LAWN BEAST 20/3(0) / 0 (40' RADIUS) / E [15] MIN. WORTH OF SPRAY, ONE ACTIVATED CANNOT BE SHUT OFF 164 (TREN
STAR COMMEMORATIVE PLATE SET) -4 (YIKES!)
- MISTER SMELTER 18/4(-2) / 168' (PEPPER 2) / F [15] 3 MIN. RELOAD 324 (LA MACHINE (AKA MR SMELTER JR)) 0
- L-13 PIPE HUCKER: 13/3(11) / 159' (0) / C [15] 298 (BOX OF POPE RUDIE XVI DEAD SEA ROLLS) +1
- PLASMA FRENZY 17/3(11) / 47' (PEPPER 3) / D [HOLLYWOOD: YES THAT MEANS UNLIMITED] 1214 (A FRIEND) +2
- PAGAN BUSTER PARFAIT: MONDO 10/2(15) / ORBITAL ATTACK SATELLITE CAN FIRE A SAW OF 15 ANYWHERE ON PLANET OR
ONE THROUGH HYPERSPACE (1600' RADIUS) / H 10 [SATELLITE HOLDS 160] 1,234,562,001 (A SMALL MOOD OF HIS VERY OWN) -10
- SODOMY SHOTGUNS 20/4(13) / 51' (10' BLAST RADIUS) / G [2] POSSESSION IS PUNISHABLE BY NAKED KEEL-HAULING IN
OPEN SPACE (BATTLE WAGON W/ AM/FM STEREO, AIR, WHITE WALL TIRES AND REAL CORINTHIAN LEATHER SEATS) +1
- ULTRA THREAT GRENADES: 13/2(0) / THROWN (16' BLAST RADIUS) / C [1] 422/BUCKET OF 100 (A QUIET EVENING, A HOME-
COOKED MEAL AND MAYBE A MOVIE - IS THAT TOO MUCH TO ASK YOU UNSYMPATHETIC BASTARD!) -2
- ANLUSS 12/4(13) / 33' (2' BLAST RAD) / E [16] UNIQUE - NOT AVAILABLE IN IMPERIUM (MEGA DEATH UNPUNISHED) 15 ON SWEET ANLUSS.
- HARBINGER OF THE VOID 20/6(0) / 999' (-) / H [HOLLYWOOD] UNIQUE (NO) 0

* UP TO A MAXIMUM OF 12, SNAKE EYES IS ALWAYS YOU LOOSE AND IS NEVER MODIFIED.



WEAPONS

WETT ONE TWO THREE AND

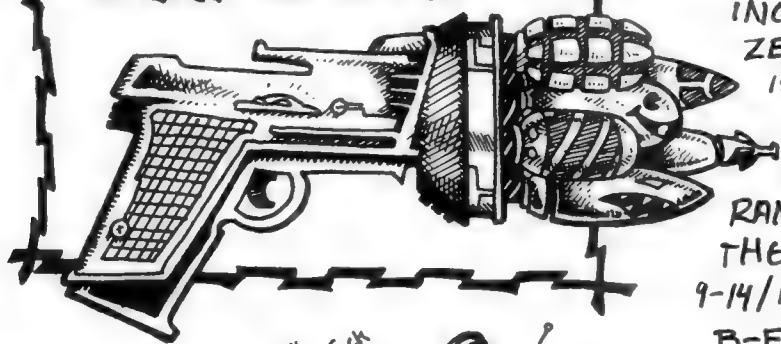


MOIST TOWLETTE DISPENSER CANNON?! DON'T LET THE AMMUNITION FOOL YOU, THIS LITTLE BABY LEAVES A BEAUTIFUL LEMEN-SCENTED CORPSE WRAPPED UP AND READY FOR SHIPPING TO WHERE EVER HIS FINAL RESTING PLACE IS, NEAT, CLEAN, KAKED. THE WETT 1000 WHERE CLENLINESS IS NEXT TO CERTAIN DEATH.

SPECIAL RULE (OOH QUICK GIVE ME ONE OF THESE): FOR EVERY BURST FROM THE WETT 1000 THAT HITS (EVEN IF IT CAUSES NO DAMMAGE) A VICTIM SUFFERS A -1 FT PENALTY UNLESS HE/SHE/IT TAKES A ROUND TO CLEAR THE STUFF OFF.

15/2 (+2)/29' (PEPPER UP TO 5 VICTIMS)/C [150,000 (1000/BURST)] 160 (ELVIS' AUTO GRAPH) +1 (HOW BAD COULD A BACKFIRE BE?)

ENEMY-B-GONE



THE SECOND INSTALMENT IN THE EVER-INCREASINGLY POPULAR B-GONE LINE FROM ZEN LONATIK; WHERE SOULESS GENOCIDE IS NOT ONLY A STATE OF MIND, ITS A WAY OF LIFE. THE NEW 1033 ENEMY-B IS SURE TO TAKE SECOND FIDDLE TO NO OTHER RANDOM GRENADE LAUNCHING PISTOL ON THE MARKET TODAY, EVEN IF THERE WAS ONE.

9-14/16 (-2)/22' (18-23' BLAST RADIUS (17+1d6))/B-F [1] 340 (AIR CONDITIONER) 0

KITTY KITTY BANG BANG

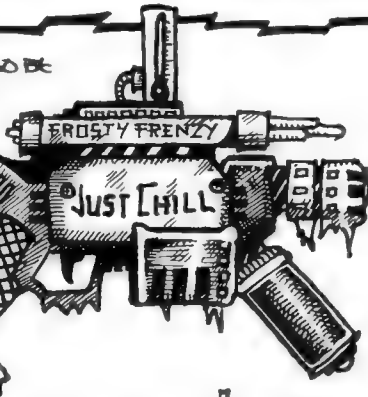


NEVER BEFORE IN THE LONG HISTORY OF THE RW, WITH THE POSSIBLE EXCEPTION OF THE OF THE GREAT KLEEN KITTY KAT LITTER CONTAMINATION OF 642AR, HAVE SO MANY CUTE CUDDLY KITTENS BEEN TURNED AWAY AT DOORS, LEFT IN TREES AND CARPET BOMBED ON GENERAL PRINCIPLES UNTIL THE INCEPTION OF THIS DEVICE. CREATED BY CRUEL CO. THE WEAPON SEEMS TO BE ENJOYING GREAT SUCCESS NOT SO MUCH DUE TO THE QUALITY OF EXPLOSIVES OR THE INTRICATE CIRCUITRY OF THE TIMING DEVICE, BUT THAT THE UNIVERSE IS FILLED WITH AN OVERWHELMING NUMBER OF MEAN SPIRITED BASTARDS WHO JUST LIKE BLOWING UP CATS. 6/15C-1 hey did you ever try to throw a live CAT (SCRATCH))/THROWN OR WALK-NICE KITTY-GO HOME-NICE KITTY (15' RADIUS)/D [1] 12 (A KITTY CAT, SOME DYNAMITE AND A CLOCK)-1.

FROSTY FRENZY

*THE ICE SETTINGS CAN ALSO BE USED TO COVER FLOORS, MAKE ICE WALLS ETC. EACH BURST DROPS

THE TEMP BY FINE DEGREES (F) IN A 20' RADIUS.



THE SECOND OF A SERIES OF WEAPONS (INCLUDING THE BELTER FRENZY, THE MAGMA FRENZY AND THE ELECTRO FRENZY) FROM SIX ANDREY VIKINGS AND A SWEDEN INC. A COMPANY THAT BELIEVES IN THE SANCTITY OF UNNECESSARY FORCE. IF YOU'RE GOING TO GO THROUGH ALL THE TIME AND EFFORT TO KILL A MAN NEITHER OF YOU SHOULD HAVE TO SUFFER THE EMBARRASSMENT OF HAVING TO GO THROUGH IT TWICE. RESPECT FOR THE DEAD EVEN BEFORE YOU KILL THEM IS THEIR CREDO. 1 1/2 (11) / 66' (PEPPER 3) / D [HOLYWOOD] 200 (A FRIEND) +2. **OPTIONAL SETTING** 8 ANG/DAM REDUCES TO 6/1 (11) BUT FOR EVERY PT OF DAMAGE VICTIM MUST MAKE A KINDA OVERWHELMING FEET TEST (-* OF PTS DAM) JUST TO MOVE AS HE IS NOW COVERED IN ICE. THE VICTIM MUST CONTINUE MAKING SUCH TESTS UNTIL HE MAKES A BOGUSLY DIFFICULT MT TEST TO BREAK THE ICE. (NO MODIFIER)*

SWANSONG INSTANT MINE FIELD

HOW MANY TIMES HAVE YOU SAID TO YOURSELF "SURE I COULD

USE A GOOD MINE FIELD RIGHT ABOUT NOW, BUT I JUST DON'T HAVE THE TIME"? WELL NOW YOU DO BECAUSE WITH SWANSONG INSTANT MINEFIELD YOU

CAN COVER AN AREA IN MINUTES AND FOR PENNIES A CAP-FULL. JUST ADD THE DEHYDRATED BOMB POWDER, SPRINKLE WITH HOSE AND RELAX.



EACH CANISTER HAS ENOUGH BOMB POWDER TO LIGHT COVER 200' FT. OR DENSELY COVER 20' FT. ANG/DAM: 8/5 BURST RAD: 10' COST: 63/CAN. DT BRIBE: BEDTIME STORY.

BARREL OF MONKEYS GRENADE

NEW FROM CRUEL CO, WHAT'S MORE FUN THAN A BARREL OF MONKEYS? A GRENADE THAT'S WHAT. EACH GRENADE HOLDES 6000 MONKEY ZYGOTS THAT ARE INSTANTLY FLASH AGED TO FULL RABID MATURITY UPON IMPACT. THE TERRIFIED Frenzied MONKEYS WHO UNTIL A MOMENT AGO WERE LITTLE MORE THAN A SPEERM INSTANTLY ATTACK/GOM UP THE WORKS OF WHATEVER THEY LAND IN.**

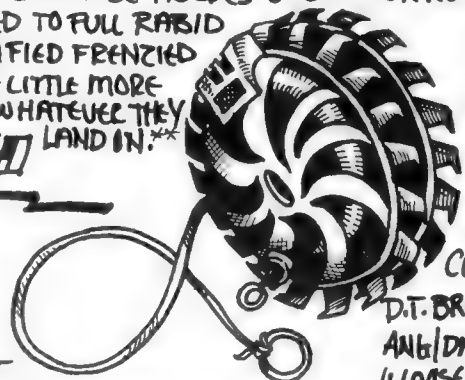
** ANG/DAM ETC: H.M. DISCRETION.

CHAINSAW YO-YO

THE CHAINSAW YO-YO LETS THE LITTLE SLICER/DICER IN THE FAMILY TO GET INTO THE THICK OF IT WITH OUT GETTING IN OVER HIS HEAD. LEARN FUN TRICKS

LIKE THE CRADLE, WALKING THE DOG AND ROCKET

IN THE POCKET. YO-YO MAYBE WIELDED AT A RANGE OF UP TO 13' USING MAKING SHARP THINGS GO THROUGH

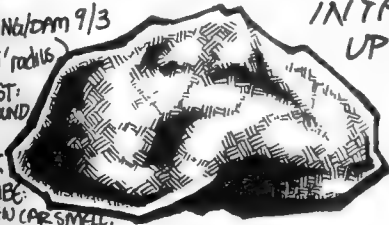


COST: 121 DT BRIBE: BOY'S LIFE SUBSCRIPTION.

COST: 173 D.T. BRIBE: SLIP AND AWK/DAM: 8/3 U. LOOSE MOD: -2

ANG/DAM 9/3 (6' radius) COST: FOUND

DT BRIBE: NEW CAR SMELL.



ROCK

SOFT THINGS THAT SCREAM AND BLEED.

ATTEMPTING TO BREAK INTO THE MARKET OF BRILLIANTLY DISGUISED MINES, PSY CO. LTD HAD 10,000 ROCK SHAPED BOMBS MADE AND SPREAD RANDOMLY THROUGHOUT THE COW WHERE EVERY SO OFTEN ONE WOULD BE FOUND (BOOM) PUBLIC INTEREST WOULD BE PEAKED, AND WHEN THE FOLLOW UP TO THE TEASER CAMPAIGN REVEALED THE MANUFACTURER, ORDERS WOULD FLOOD IN: SUCCESS. HOWEVER SOMEONE SCREWED UP THE PURCHASE ORDER, 111,000,000,000,000 WERE MADE AND SPREAD RANDOMLY THROUGHOUT THE COW. MANY WERE FOUND, PUBLIC INTEREST WAS PEAKED AND PSY CO. WAS REVEALED, ITS OWNERS FIRED INTO A BLACK HOLE AND EVEN TO THIS DAY YOU CAN REACH DOWN AND JUST PICK ONE UP (BOY CARS FOUR TIMES IN A ROW) OR MAYBE YOU'LL JUST FIND ONE WHILE YOU'RE OUT FOR A WALK.

POWER GROVEER

THE FIRST INSTALLMENT IN WHAT PROMISES TO BE A LONG-LINE OF CLOSE COMBAT ASSAULT MUPETS. FOR THOSE HAND TO HAND ENTHUSIASTS WHO DON'T MIND HAVING THEIR HAND SHOVED UP THE BUTT OF THEIR WEAPON. THE POWER GROVEER IS A REAL TREAT OFFERING SUCH PERKS AS 360° COMBAT W/O PENALTY AND RADAR ALERT MODE FOR WHEN YOU NEED TO CATCH A FEW Z's.

10/5(-)/HTH(-)/E [10 HRS / CAN OF GAS]
650 (LIVE CAGED WASTIT) +1

NUCLEAR BLACKJACK

THE ABSOLUTE ULTIMATE IN LIGHT SUBDUAL WEAPONRY.

THE NUCLEAR BLACKJACK HAS AN UNLIMITED POWER SUPPLY (UNTIL MELTDOWN)
15/3(-)/HTH(-)/C [UNLIMITED]
513 (BUCKEROO - WEENIES) -1

MACE

PERSONAL PROTECTION HAS NEVER COME IN SUCH AN EASILY DISPENSABLE CANISTER. BAD FOR THE O-ZONE LAYER? FUCK THAT. BAD FOR YOUR OPPONENTS. MACE; THE LITTLE NOZZLE WITH THE BIG PUNCH. ALSO AVAILABLE IN NEW MULTI-NOZZLE GALIPIAN FLAIL VERSION.

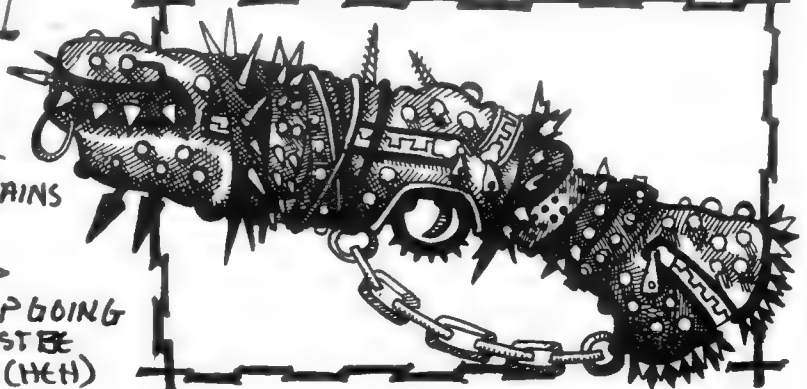
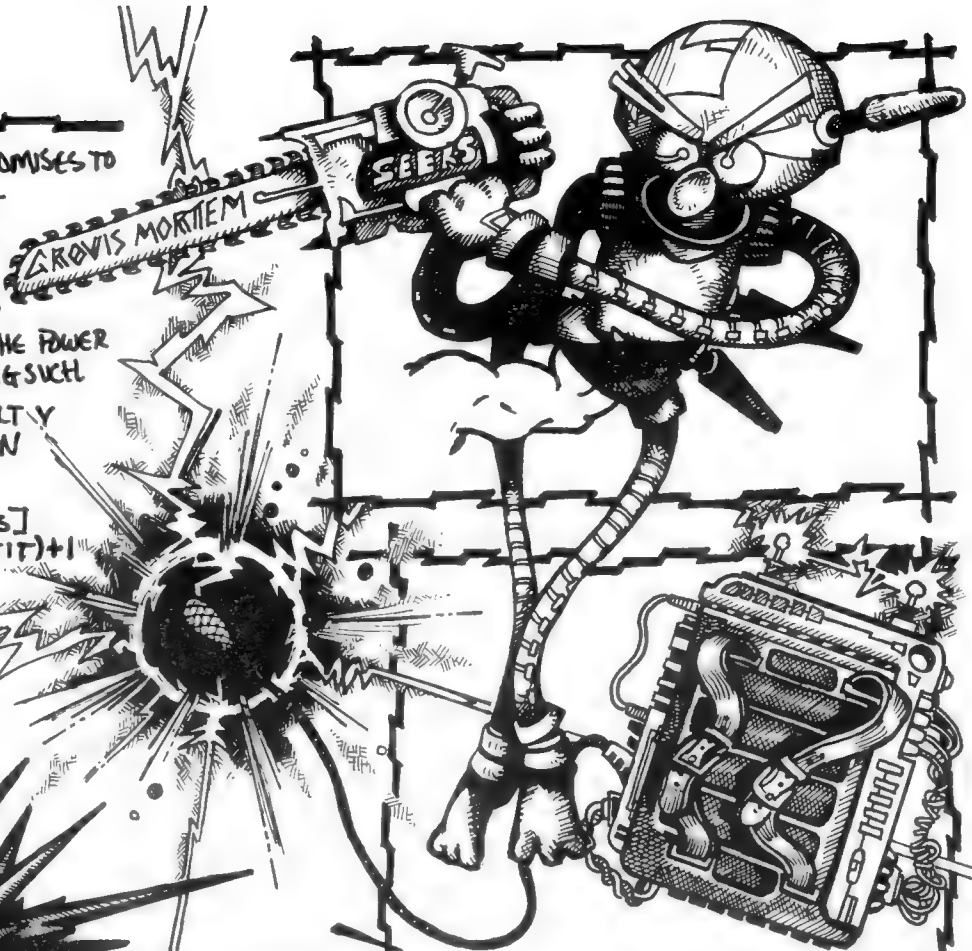
MACE: 8/2 (0)/14'(-)/B [15/CAN] 27 (OAT MEAL ROUNDIES) -1

GALIPIAN FLAIL: 8/2 (+1)/14' (PEPPER 3 VICTIMS)
1/B [B/CAN] 62 (RUM CAKE) -2

LEATHER DIPHONG

MANUFACTURED EXCLUSIVELY BY THE SODOMY BIKERS POSSESSION OF THIS PISTOL IS PUNISHABLE BY BEING DRAGGED NAKED FOR THREE HOURS ACROSS THE CHATTERED GLASS PLAINS OF JAGGED IV THE SHARP PLANET.

18/3 (+4)/19' (UP CLOSE AND PERSONAL) /D
[YOU TAKE 2 PTS OF DAM / SHOT - IT'LL KEEP GOING AS LONG AS YOU CAN] NO (NO AGAIN - MUST BE FOUND OR BARTERED FOR WITH THE BIKERS) -3 (HEH)



IT IS AN IMPORTANT FACT TO NOTE THAT THE ENTIRE POPULAS OF S.N.E.E. IS IN FACT TWO AND A HALF FEET TALL OR SHORTER. IT BECOMES OF FURTHER IMPORTANCE TO NOTE THAT THEY ALL HAVE HANDS THAT, WHILE THEY MAY BE CUTE AS THE DICKENS, ARE PROPORTIONATELY SMALLER THAN THOSE OF YOUR AVERAGE HUMAN. THESE ARE IMPORTANT FACTS BECAUSE ALL OF THE FOLLOWING IS S.N.E.E. WEAPONRY AND IS DIFFICULT TO *
USE W/O TWEEZERS.

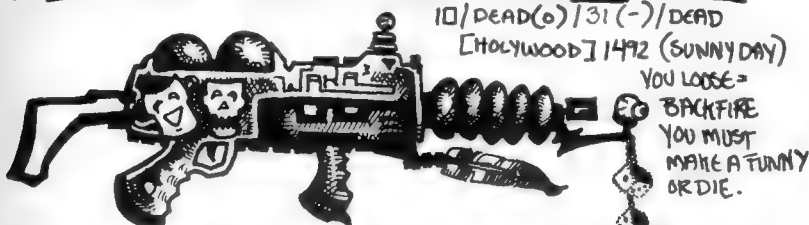
THE EVEN A MONKEY CAN USE IT BIO PHASEATRON**

SECTION XXAC
ARTICLE 91 OF THE S.N.E.E. PLAN FOR TOTAL

UNIVERSAL DOMINATION STATES THAT IN A VERY VAGUE SENSE THAT NO S.N.E.E. INVASION FORCE SHOULD HAVE TO SUFFER THE INDIGNATION OF BEING SHOT BY SNIPERS IN TREES "REASONING THAT IF YOU ARM THE MONKEYS PRIOR TO AN INVASION NO SNIPER COULD HIDE IN SAID TREES THE S.N.E.E. ADVANCED ROYAL MONDO DEATH GUARD SATURATED THE TREE TOPS WITH THOUSANDS OF BIO-PHASEATRON. THEY WERE PARTIALLY SUCCESSFUL. TRUE SNIPERS WERE AFRAID TO TAKE TO THE BRANCHES, BUT IT IS ALSO A MATTER OF HISTORY THAT DOZENS OF SNICE INVASION FORCES WERE DRIVEN BACK UNDER A HAIL OF BANANAS, SMALL TREE DWELLING GRUBS AND BIO PHASEATRON BEAMS.

THE JERRY LEWIS TELLATRON

(OR THE "PRIEST, THE RABBI AND THE FISH BOY ATRON")

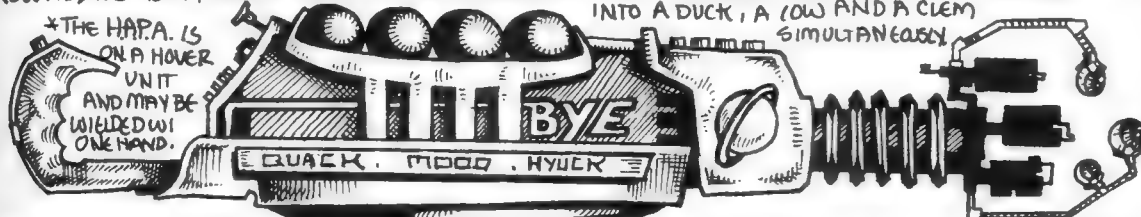


LAUGHTER IS WEAKNESS WE S.N.E.E. DO NOT LAUGH. HENCE WE ARE STRONG. THEY CHUCKLE AT OUR HEIGHT, AT OUR APPEARANCE? WE WILL SHOW THEM THE DARK UNDERBELLY OF COMEDY. WHENEVER THE VICTIM'S ARMOR IS PENETRATED, HE TAKES NO DAMAGE (AMBUSH IS USED FOR ARMOR PENETRATION ONLY) BUT HE MUST (THE PLAYER) MAKE A JOKE OR DIE.

THE HEAVY, ARMOR-PIERCING ATRONOMATIC

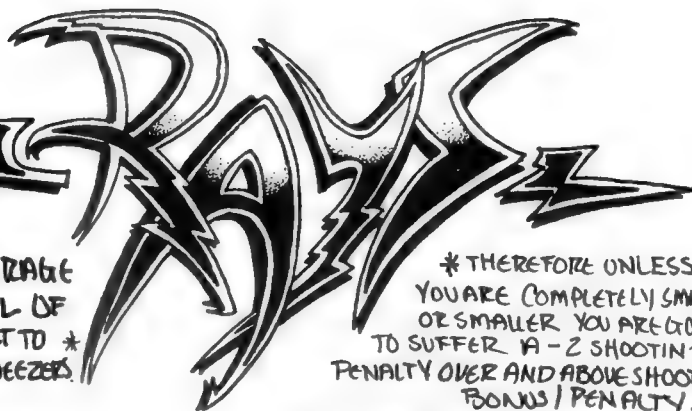
(OR THE "OLD MACDONALD HAD A HEAVY-ARMOR-PIERCING ATRONOMATIC")

THE SEDUD NEERGT HAVE ALWAYS HAD AN UNNATURAL FASCINATION WITH DOMESTICATED FARM ANIMALS TO THE POINT OF, EARLY IN THEIR HISTORY, KIDNAPING MASSIVE AMOUNTS OF COWS, DUCKS AND GUYS NAMED CLEM WHO WEAR SAFETY ORANGE. TO THIS FASCINATION THEY NOW ADD THE HEAVY ARMOR-PIERCING ATRONOMATIC A HEAVY SUPPORT WEAPON THAT TURNS YOU INTO A DUCK, A COW AND A CLEM SIMULTANEOUSLY.



ANG/DAM IS GIVEN FOR THE TRAUMA OF THE TRANSFORMATION. THE ACTUAL FACTS OF THE CHANGE IS UP TO THE H.M. 16/5(+)/56 (PEPPER 3)/G-[HOLLYWOOD] 16,612 (AFARM.) -1

→ ALL S.N.E.E. WEAPONRY HAVE UNLIMITED SHOTS AND RAY BEAMS THAT LOOK LIKE SCRATCHED FILM.



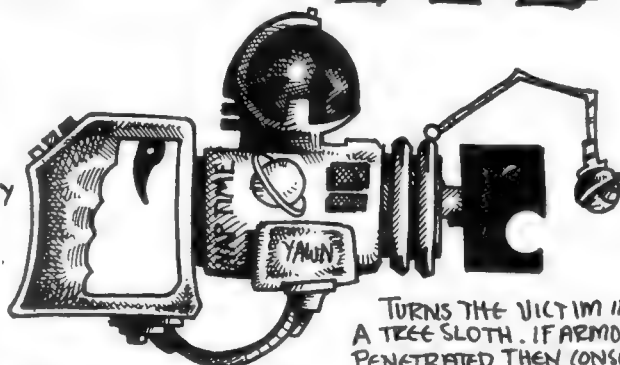
* THEREFORE UNLESS YOU ARE COMPLETELY SMALL OR SMALLER YOU ARE GOING TO SUFFER A -2 SHOOTING PENALTY OVER AND ABOVE SHOOTING BONUS/PENALTY.

THE NITROMATIC



THIS INSIDIOUS WEAPON ACTUALLY TURNS THE VICTIM'S BLOOD INTO NITRO-GLYCERINE (OR A REASONABLY EXPLOSIVE FACIMILE) FOR EVERY POINT OF DAMAGE THE VICTIM IS NOT HARMED BUT RATHER HAS HIS BLOOD CHANGED TO NITRO FOR ONE SECOND. IF THE VICTIM MAKES ANY SODDEN MOVES (FT MANOUEVERS), OR IS MOVED HE WILL EXPLODE. OTHERWISE HE'S O.K. 12/2(0)/43(-)/1H(BOOM)[HOLLYWOOD] 662 (MYUANTA) -1

THE SLOTHOMATIC



TURNS THE VICTIM INTO A TREE SLOTH. IF ARMOR IS PENETRATED THEN CONSULT THE CHART BELOW. SLOTH TOTEM CHARACTERS ARE BUSS FULLY IMMUNE.

R/CHART(0)/28(-)/THE GREAT AMERICAN COUNTRY WESTERN TREE SLIM [HOLLYWOOD] 1077 (WARM PATCH OF GRASS) 0

SLOTH CHART

1. KINDA TIRED - 1 FT FOR 100 ROUNDS.
- 2-4. REALLY TIRED - 5 FT FOR 100 ROUNDS.
5. DEAD ASLEEP. WILL WAKE IN 100 HOURS. HAIRY BACK.

6. SLOTH

IMPERIAL ARMOR



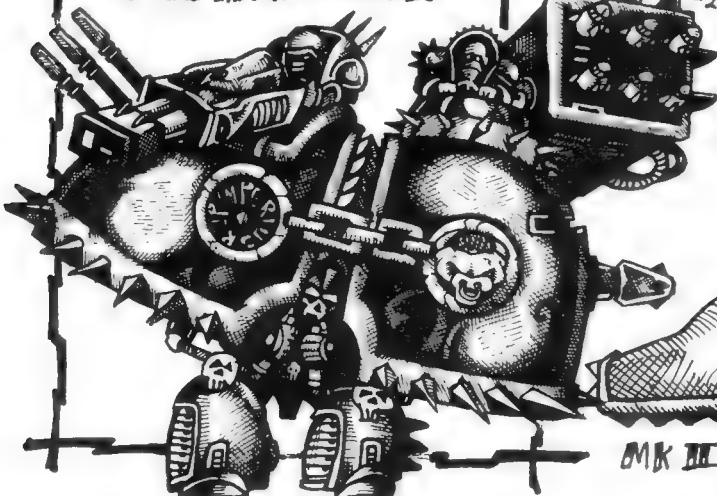
MK VI:
RECON SAM

MK VI RECON SAM. AV 2. FT MOD +1 COST 1506
DT BRIBE: NAVY BLUE PANTS SUIT. WEARED CAN FLY AT
500'/F WITH A TURNABINESS OF 16. COVERED IN FLOAT
LOOPS THIS IS THE COO'S LIGHT RECON ARMOR. NOSE
SENSOR ARRAY INCLUDES RADAR, SONAR, MOTION, INFR,
AND ULTRAVIOLET IN A 2 MILE RADIUS. THE ARMOR
IS COVERED IN FLOAT LOOPS THAT WHILE AFFORD IT ITS
ABILITY TO FLY ARE BRIGHTLY COLORED TO THE POINT OF
MAKING IT AN EASY TARGET (+2 TO OPONENTS SHOOTIN RAY)

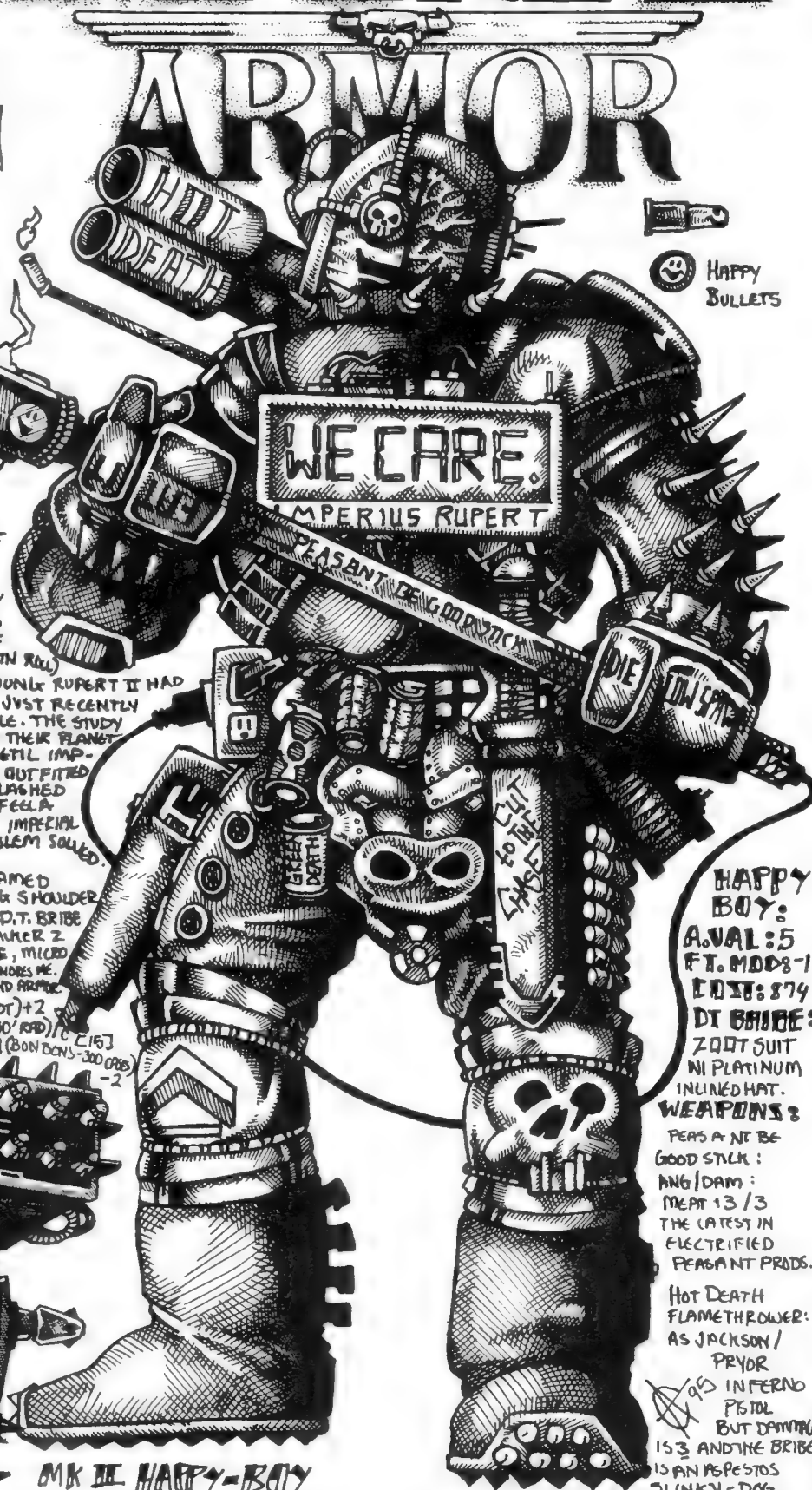
MK II HAPPY BOY: SHORTLY AFTER THE ORINATION, A YOUNG RUPERT II HAD
AN IMPERIAL STUDY COMMISSIONED ON THE PROBLEM OF JUST RECENTLY
CONQUERED PLANETS REBELING UNDER IMPERIAL RULE. THE STUDY
SHOWED THAT THE CIVIL UNREST WAS DUE TO HAVING THEIR PLANET
SACKED THEN RAPED AND PLUNDERED BY UNSYMPATHETIC IMP-
ERIAL GOONS. RUPERT RECALLED ALL HIS LEGIONS OUTFITTED
THEM WITH ARMOR THAT SPARTED MEAN SIGNS THAT FLASHED
MESSAGES LIKE "I UNDERSTAND" AND "YOU'LL JUST FEEL A
LITTLE PRESSURE" AND SENT HIS NOW SYMPATHETIC IMPERIAL
GOONS OUT TO SACK PILLIAGE AND PLUNDER, PROBLEM SOLVED.

THE NOW INFAMOUS **MK VII HEARTBREAKER** NICK-NAMED
THE BACKBREAKER, IS THE ULTIMATE EVOLUTION IN BIG SHOULDER
PAD ARMOR. AV. VAL: 9 FT. MOD: -5 COST 414,912 D.T. BRIBE
LUXURY CONDO WITH WHIRLPOOL BATH. CREW: 4 (1 WALKER 2
GUNNERS, 1 COMMUNICATIONS OFFICER) WEAPONS: KNIFE, MICRO
WAVE CANNON: 14/2 (1) 1406 (-) / C [15] 5194 (PLANE) 0-16 IGNORES ME.
MISSILE LAUNCHER: 1714 (1) / 69 (20' RAD.) / E [6] 14001 (BOY) 0 / AND ARMOR
TEL. LASER: 10/5 (1) 14012 (-) / 5 [1] HAWKWOOD 14314 (OCELOT) +2
ROOM BOOM WASHINGTON BATTLE CANNON: 4/6 (-) / 242' (30' RAD) / C [15]
1004 (BOY) BOYS -300 OPS -2

MK VII HEARTBREAKER



MK II HAPPY-BOY



**HAPPY
BULLETS**

**HAPPY
BOY:**
AV. VAL: 5
FT. MOD: -1
COST: 874
DT BRIBE:
ZOOT SUIT
W/ PLATINUM
INLINED HAT.
WEAPONS:
PEASANT NT BE
GOOD STICK:
ANG/DAM:
MEAT 13/3
THE LATEST IN
ELECTRIFIED
PEASANT PRODS.

HOT DEATH
FLAMETHROWER:
AS JACKSON/
PRYOR
AS INFERNO
Pistol
BUT DAMN!
IS 3 AND THE BRIBE
IS AN PESTOS
SLINKY-DOG.

ALSO: MINIATURE REALLY GOOD EYE SCORE,
AIR FILTER AND COMMUNICATIONS ARRAY.

CINETOOL

THIS TIME IT'S PERSONAL
(BODY ARMOR)

WHEN YOU'RE THE UNIVERSE'S SINGLE GREATEST PRACTITIONER OF THE ART OF INTERACTIVE ROBOTIC ARMOR MAKING YOU TEND TO GET A BIT BORED WITH THE SAME-OLD SAME-OLD. SURE CHIEF ARMORER FOR THE COW. IS A PLUM BIG WITH GREAT DENTAL* BUT HOW MANY VARIATIONS ON THE (NOW CLASSIC) "SMACK MU SERF UP" RIOT-REPRESSION SUIT CAN YOU DESIGN AND STILL MAINTAIN ARTISTIC INTEGRITY? SO IT WAS THAT TOOL™ STARTED ON HIS NOW FAMOUS SERIES OF 'THEME' ARMORS. O.K.

SO THE ENVIROTOOL® LINE (FEATURING THE INFAMOUS TREE-MALL, WHOSE MANUFACTURE CAUSED THE DE-FORESTATION OF THEE STAR SECTORS) MAY HAVE BEEN ILL-ADVISED AND HUGGYTOOL® PULL-UP ARMOR FOR TODDLERS WAS IN JUST PLAIN POOR TASTE, BUT THE CINETOOL® SERIES, BASED ON TOOL'S FAVORITE MOVIES WAS A RUN-AWAY SUCCESS. HERE ARE A FEW.

THE GLOB ENVIRONMENTAL SUIT: MOVIE: GLOB II: THE SPAWNING. AV: THE GLOB ARMOR HAS MT8 AND 20 HP. IT MUST BE KILLED BEFORE HARM CAN COME TO THE GUY INSIDE. THE SUIT REGENERATES 1 HP/DAY, OR 2 HP/HOUR IF IN THE JELLY SECTION OF A SUPERMARKET. FT MOD: WHILE WEARING THE GLOB YOUR FT=4. COST: 243 DT BRIBE: THIS COMPLETE BREAKFAST. THE GLOB ENVIRONMENTAL SUIT IS REALLY JUST A REPACKAGED FAILURE FROM AN EARLIER ARMOR SERIES. ORIGINALLY THE SCHMUCK-K-Z, IT WAS PART OF THE POORLY THOUGHT THROUGH EDITOOL SERIES. REALLY JUST A HALF TON OF RASPBERRY JAM IT DOES, HOWEVER SOMEHOW PROVIDE ITS "WEARER" WITH AND VISUAL READOUTS (AS REALLY GOOD EYE/EAR SCOPE) AND COMPLETE PROTECTION FROM HOSTILE ENVIRONMENTS, RADIATION, THE VACUUM OF SPACE AND BLAND WEARER MAY ALSO *EAT HIS ARMOR AT A DAMAGE OF 1 HP/DAY. TURNS WEARER

BERT IVES FAT BOY: MOVIE: BUMBLE IV: JUDGEMENT DAY. FT MOD: 8-2 FT MOD IN ARTIL CONDITIONS +2. AV 5 (AGAINST HEAT ATTACKS) COST 12-12 DT BRIBE: IF YOU'RE REALLY GOOD TO HIM, YOU MIGHT GET ONE FOR XMAS. THE ABSOLUTE LAST WORD IN HIGH FASHION & NOW GEAR FOR THE PORTLY, WEARER IS IMMUNE TO COLD AND COLD BASED WEAPONS. GIVES WEARER NARRATIVE ENTRY 6 (AS DEATHAL ENTRY BUT WEARER MUST SUMMARIZE THE GAME THIS FAR). ALSO WEARER MAY ATTEMPT TO SOMMON "THE BUMBLE" WHICH ON HOL TRANSLATES AS UNCLE MICHAEL WHO, IF HE IS WITHIN 50 MILES WILL COME IN 106 ROUNDS (NOT THAT THAT IS REALLY A "GOOD" THING). ANY SNAKE-EYES ROLLED WHILE WEARING WILL CAUSE THE WEARER TO EITHER SING A CHRISTMAS SONG ABOUT SOMETHING IN GAME-PLAY OR BLOW UP.***

WUB-BUB JUNGLE GEAR FOR MIDGETS: MOVIE: THE EMPIRE SELLS OUT. FT MOD +2. AV 3. COST: 1050. DT BRIBE: A WEEKS VACATION IN THE DIAPER SWAMP. THIS SUIT BUILT FOR THE DIMINUTIVE (YOU MUST BE UNDER 4' TALL TO WEAR IT) JUNGLE COMANDO AND FEATURES A VARIETY OF SPECIAL EXTRAS FOR THE RURAL REBEL ON THE GO. THE SUIT GIVES THE WEARER CRITTER TRAINING 4, SWING FROM TREES 3 AND MAKE SOMEONE DO YOUR BIDDING 'CAUSE YOU'RE SO CUTE/MARKETABLE 4.

ALSO COMES EQUIPPED WITH A TROOPER PROD 8 1/2 (10/4 VS FIES WITH ARMOR)

WHEN ASKED WHY HE MASS PRODUCED THE RIDICULOUS WUB-BUB ARMOR FLOODING THE MARKET AND NEARLY RUINING HIS REPUTATION AS AN ARTIST, TOOL REPLIED

"I DID IT FOR THE CASH, KIDS LOVE 'EM"



*OH SO IMPORTANT WHEN YOU'RE JUST A HEAD.
SLOGAN:
**WHEN YOU'RE IN A JAM, GIVE 'EM THE RASPBERRY*

*** IF THE SONG IS GREAT AM'S DISCRESSION IT IS WORTH +1 TO THE GRACE OF GOD POOL.

CORPORATION ARMOR



EH ARMOR

ARMOR VALUE: 3 FEET

MODIFIER: 0

COST: 50Z

DT. BRIBE: 17 CASES SODA

SPECIAL ABILITIES:

EH SHIELD. EH ARMOR HAS AN O.K. POWER SHIELD THAT GIVES THE WEARER O.K. PROTECTION (+2AV) 3 ROUNDS A DAY.

DESCRIPTION:

MANUFACTURED BY REMORSELESS PANTS® THE ASSAULT ARMOR DIVISION OF ROCKCOLO CO. EH ARMOR IS MADE UP OF THE DISGUARDED LEFT-OVER BITS OF EVERY DECENT SUIT OF ARMOR THAT IS MANUFACTURED IN THE KNOWN UNIVERSE. NEP STRUNG EM TOGETHER WITH A NIFTY PAINT JOB AND THE CATCHY SLOGAN "COVER YOUR EH-NESS," AND YOU HAVE A MARKETING EXTRAVAGANZA THAT WILL KEEP YOUR OTHERWISE CRAPPY ARMOR ON CONVENIENCE STORE SHELVES FOR DECADES TO COME. HEY ITS...eh.

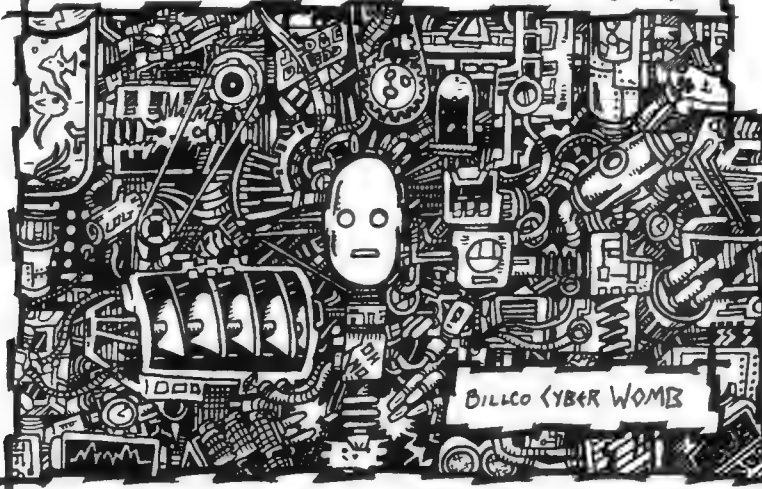
C+M SPONK-MAIL

ARMOR VALUE: 4 FT. MOD: 0

COST: 791 DT. BRIBE: WARM FIZZY

SP. ABILITIES: JENUFLECTION DRIVE. THURCH + MUNCH HAS ISOLATED AND FOUND A WAY TO HARNESS THE ELECTRO MAGNETIC PATTEANS IN THE BRAINS OF SUPPLICANT WORSHIPERS OF THE LORD INTO AVIABLE ENERGY SOURCE; FOR EVERY 10 SUPPLICANTS DIRECTLY PRAYING TO GOD THE WEARER RELIEVES A +1 TO AV TO A TOTAL OF 13 (AV 4 + 9 MAX JENUFLECTION POWER FIELD)

WEAPON: HOT GRAYV GUN FILLED WITH C+M SMOOTH CREAMY GRAYV; THE GRAYV CHRIST WOULD HAVE MADE IF HE UNLHAD THE TIME. 16/3(0)/444 (PEPPER 4) 1C [15] ONLY RUAL THROUGH C+M (FUTON) +1



BILLCO CYBER WOMB



BILLCO CYBER WOMB MANUFACTURED BY BILLCO.

ARMOR VALUE: NONE: HULL RATING: 15 FEET MOD: 0 WEARER: HAS A MAX FEET OF 1 ONCE THE 'ARMOR' IS DONNED COST: FREE, DILL IS HAPPY TO OBLIGE

DT. BRIBE: BILL IS THIER ARCH NEMESIS THEY DESTROY CYBER-WOMBS AND THEIR WEARERS ON SIGHT AND EN MASSE.

SPECIAL ABILITIES: WARP; CYBER WOMB CAN TELEPORT AT WILL (SOMETIMES YOURS, SOMETIMES ITS) ON A PLANET WIDE SCALE. WEAPONS: 8 STALIN'S PIPE ORGANS; A BATTERY OF 23 L-13 PIPE HUCKERS. LINKED TO FIRE SIMULTANEOUSLY.

DESCRIPTION: YOU MUST BE KEPT SAFE FROM THE WORLD FROM YOUR EN EMIES, EASE YOUR MIND TRY NOT TO THINK I WILL KEEP YOU WARM, SAFE, FREE. RESISTANCE IS CRIMINAL.



U.P.C. ARMOR

ARMOR VALUE: 2 FEET MODIFIER: 0
COST: 1154 DUMP TECH. BRIBE: PUPPY

ALTHOUGH THE AVERAGE D.T.'S DEFINITION OF PUPPY "VARIES WIDELY."

SPECIAL ABILITIES: TOTAL LASER PROTECTION. WHEN THE WEARER IS SHOT BY ANY LASER OR RAY BEAM (I.E. SNEE WEAPONS) NOT ONLY WILL THE SHOT BE COMPLETELY INEFFECTIVE BUT A THERE TO FORE UNNOTICED, AND PERHAPS NON EXISTANT DISPLAY SCREEN ON THE SHOOTER'S WEAPON WILL APPEAR AND DISPLAY STRANGE CRYPTIC SYMBOLS LIKE "\$4.95" OR "6Z4" VERY PUZZLING INDEED. UPC ARMOR IS WORN ALMOST EXCLUSIVELY BY THE UNIVERSAL PRICING CLOW WHO GUARD THE SECRET OF ITS CREATION CLOSELY.

HUG ME IV NATIONALIST ARMOR

ARMOR VALUE: 4 (GVS. HTH ATTACKS)

FEET MODIFIERS -2

COST: ONLY AVAILABLE ON HUG ME III....

DT. BRIBE: UNLESS YOU BRIBE A HOL

DT. TO FIND YOU ONE: HARMONICA

SPECIAL ABILITIES: ANY FOE

ENGAGING IN HAND TO HAND

WITH THE WEARER OF THIS ARMOR

WILL AUTOMATICALLY TAKE 12/3 HITS

EVERY ROUND SO ENGAGED ALSO

ALL WEARER'S FIST/CUFFS SKILLS DO

DOUBLE DAMAGE (YIPPEE!)

WEAPON: ON HUG ME IV A VILAN-

OUS PROCESS HAS BEEN PERFECTED, THE

LIVE FREEZE-DRYING OF SMALL WOODLAND

ANIMALS-NAMELY THE EVER-UNDER-FOOT DO RACUPINE. THE

CUTE SPINY CREATURES ARE FREEZE DRIED LIVE DOWN TO THE

SIZE OF A WALNUT AND LOADED INTO THE QUILL CANNON

BY THE THOUSANDS. WHERE, UPON FIRING, THEY ARE FLUNG

RE-HYDRATED JUST IN TIME FOR IMPACT. THAT'LL TEACH THOSE

LITTLE FUCKERS TO BE SO DAMNED PEEVIL.

1973 (12) 190.5' (PEPPER 6) 1/D [200, 20] BURST.]

CANNON YOU LOOSE MOD: -2



FLESH TENDER SECOND SKIN

ARMOR VALUE: 2-7 (VARIES A DAY)

FT MODIFIER: +1

COST: YOUR SOUL - AND DON'T

ASH THEM, THE DT'S KNOW BETTER, NO.

UNLESS ONE FINDS YOU THEY CAN ONLY BE ACQUIRED

THROUGH THE FLESH TENDERS. **ABILITIES:**

THE SECOND SKIN HAS AN MYRIAD OF EXTRA EYES,

EARS, NOSES AND TONGUES (AS WELL AS SORTED

FEELERS) EFFECTIVELY GIVING THE WEARER +4

TO ALL PERCEPTION SKILLS. THE SENSE ORGANS ARE

DETACHABLE AND WILL LIVE FOR 1-2 DAYS, ALL THE

WHILE TRANSMITTING SENSE INFORMATION BACK

TO THE WEARER. AT ANY GIVEN TIME THE CONSTAN-

TLY MUTATING COAT HAS 103 EXTRA ARMS (MTA)

THAT CAN WIELD WEAPONS AT HALF THE SKILL OF

THE HOST ORGANISM. THE SKIN SPEAKS

FLUENT FLESH TENDER AND WILL TRANSLATE

FOR ITS MASTER, OR EVEN FOR ITS WEARER.

ALL IN ALL A GREAT ARMOR.*



FLESH TENDER "SECOND SKIN"

* O.K. SO YOU CAN NEVER TAKE IT OFF WITHOUT IT KILLING YOU AND SO NO ONE HAS EVER WORN ONE FOR MORE THAN 3 MONTHS W/O DISAPPEARING SO WHAT?

ZIPPOL
EVERY PRISONER SENTENCED TO HELL RECEIVES ONE, EXCEPT FOR PRISONERS WHO GET A LIMA BEAN. ENDLESS FISSION FLAME SUPPLY.

WELCOME to Post 665

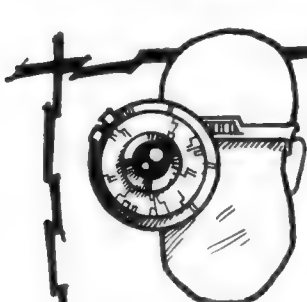
COST: FREE
RESALE: 1 LIMA BEAN

DUMP TECH MAN BRIEF: REMORSELESS FLATTERY

EQUIPMENT

AND STUFF.

COST VALUES ARE GIVEN IN IMPERIAL CHTS (AND SUB-SEQUENTLY HSL GROBULES) OF COURSE ALL D.T. BRIES ARE VARIABLE (H.M. DISCRETION)



REALLY GOOD EYE SCOPE

NICK- NAMED 'THE SNIPER'S BESTEST BEST BUDDY' BY THE MAY TIGER ISSUE OF GUN AND PSYCHO, THE REALLY

GOOD EYE SCOPE CUTS ONE REALLY OFFRANGES THAT ARE REALLY FAR AND GREATER. IE: A SHOT THAT WAS REALLY REALLY FAR (-4) WOULD NOW ONLY BE REALLY FAR (-2)



COST: REALLY GOOD: 50
R. REALLY GOOD: 125
REALLY GOOD: 41.6
RESALE: R. REALLY GOOD: 103
D.T. BRIE: HAM, HAM, HAM

REALLY REALLY GOOD SCOPE:

SAME AS ABOVE, BUT IT CUTS TWO REALLY'S TO A MINIMUM OF CLOSER THAN REALLY FAR.

NANNO-DROOGIE

NOW YOU CAN HAVE YOUR OWN SUB-DERMAL POSSE. NANNO DROOGIES INCREASE MEAT BY +1 AND NUTS BY +2. A DROOGIE HOST CAN ONLY DRINK MILK AND CAN ONLY EAT MILK PLUS (MILK PLUS GROUND BEEF) AND MUST EITHER SLEEP OR FIGHT IN THE PRESENCE OF BETHOVEN. DROOGIES DIE IN 1 WEEK AND ONLY ONE COLONY MAY BE USED AT A TIME.



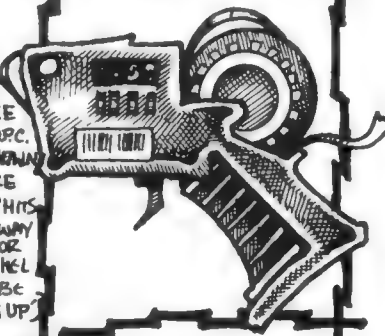
*STAT GAINS ARE TO A MAXIMUM OF 10.

COST: 500 / COLONY RESALE: 1K
DUMP TECH BRIE: 4 DAY BAR-B-Q

UPC GUN

USED EXCLUSIVELY BY THE UNIVERSAL PRICING CURET AND ITS OPERATIVES, THIS IS A RARE

ITEM INDEED. THE WEAPON IS WIELDED BY UPC AGENTS TO PERFORM THE SINISTER RITUAL KNOWN AS THE 'MARK DOWN'. ONE MOMENT YOU ARE SELLING A USED PLASMA FREZZY FOR 9662 CHTS AND UP COMES A CULTIST. 'CLICK' HE WALKS AWAY WITH IT. AND WHAT DO YOU HAVE TO SHOW FOR IT? A MEASLY 39 CENTS THREE DUMES AND A NIKEL... WHATEVER THE HELL THOSE ARE. **COST: CANNOT BE BOUGHT RESALE: 00 (ALSO USEABLE FOR THE MARK UP)**
D.T. BRIE: NO. ITS VALUE NOTHING MORE HIGHLY.



DUMPER



* DUMPER'S REFRESH THEMSELVES, IT'S A LIMA BEAN TECHNOLOGIES WILL REFILL A FULL CARTRIDGE OF JUICE EVERY 48 HOURS.

COST: 796 RESALE 796 D.T. BRIE: THEY HAVE THESE THINGS AND WILL HAVE NOTHING TO DO WITH IT.

IT'S ORIGINAL USE LOST TO OBSCURITY THE DUMPER IS NOW USED EXCLUSIVELY ON H&L WHERE IT'S ANCIENT TECHNOLOGIES DRIVE FLUIDS DEEP INTO THE GROUND WHERE IT DISPENSES OVER AN AREA OF MILES. THE FLUID (DUMPER JUICE), A MIXTURE (AS NEAR AS CAN BE DETERMINED) OF BLOOD, CEREBRAL FLUID AND COUGH SYRUP, ONCE DISCHARGED ATTRACTS GOG6 WAST ITS WITHIN A 5 MILE RADIUS (166/minute DUMPER IS DUMPING FLUID TAKES 6 MIN TO DUMP A FULL CARTRIDGE. THE JUICE ALSO ATTRACTS THE OLD ONES WHO LIVE DEEP UNDER THE GROUND AND HAVE GROWN MIGHTY IN THEIR SUMMER... AND LARVE.

ASTRO-WAR CHESS SET

NOW YOU CAN COMMAND THE FORCES OF RUPERT IV EMPEROR OF THE KNOWN UNIVERSE IN HIS NEVER ENDING STRUGGLE AGAINST ONEE TIRANY. EACH PLAYING PIECE IS A 2" TALL DROID WHO WILL PERFORM THEIR SPECIFIC FUNCTIONS FOR 4 ROUNDS THEN EXPLODE AND/ OR DAM 14/1 ALL DROIDS HAVE STATS OF: MO, MT, GM & 1 FT: 4 NU: 10.

WHITE - IMPERIUM

- (1) QUEEN: KING AND BISHOP COMBINED
- (1) KING: MAKE ANYTHING YOUR OWNER TELLS YOU TO SAY SOUND MORE IMPORTANT THAN THE VOICE OF GOD EVEN IF YOU ARE ONLY A 2" TALL DROID: 7
- (2) BISHOP: SCIENCE AND EVERYTHING ELSE YOU FAKE IN HIGH SCHOOL: 6
- (2) KNIGHT: MAKE MINISCULE THINGS GO THROUGH SOFT THINGS THAT YELL AND JUMP AROUND ALOT: 7 (9/1)
- (2) ROOK: MINI PAWNA BUSTER LAUNCHER RANGES 15, 4" BLAST RADIUS IS HOT / LAUNCHER.

BLACK - SNEE

- (1) QUEEN: JUMPSLUG HANDLING: 13
- (1) KING: USE SNEE MIND POWER, IN 6" RADIUS AND THE ZOLL IS ONLY KINDA OVER WHELMING
- (2) BISHOP: TURN RADIOS INTO HOWITZERS: 6
- (2) KNIGHT: SHOOTIN HUNDA MINATURE ELECTROBLASTERS 9 ANGUISH/DAMAGE 4/1 RANGE 20"
- (2) ROOK: SM. SNEESHIP FLIES 20" / R THEN EXPLODES (12/2)
- (1) PAWN: AS KNIGHT BUT SHOOTIN. 3

(8) WHITE PAWN: AS KNIGHT BUT MAKE... 5



COST: 1405 1/2 SET COST (1 COLOR): 762 RESALE (INTACT) 1405 1/2 SET: 761
DUMP TECH BRIE: THE MEDIA BATTLE MINATURE BOARD GAME.

SALISBURY SCOUT UTILITY KNIFE:

ONCE USED EXCLUSIVELY BY THE SALISBURY GROUPS HAVE JUMPED ON THE →

SCOUTS, MANY "MAIN STREAM" TERRORISTS POCKET ANARCHIST BANDWAGON. THE

SALISBURY SCOUT UTILITY KNIFE KEEPS THOSE CUTE KIDS READY FOR ANY SITUATION. FEATURES INCLUDE PHILIPS HEAD SCREWDRIVER, CAN OPENER, ACACELINE BLOWTORCH, DIAMOND-EDGED BUZZ SAW, SERVO GRAB ARM (EQUIVALENT LIFTING CAPACITY OF MT7), PERSONAL POWER FIELD (11AN), WAVE CANNON, * SELF DESTRUCT BUTTON W/ DEAD MAN'S SWITCH, NAIL FILE.

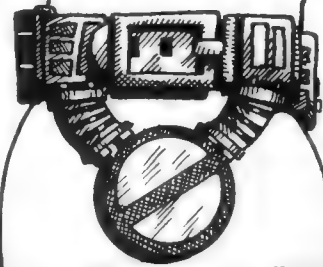
COST: 946
D.T. Bribe: Brawnie,
no the other one.

*12/3(1)
137(-)10
[15] O YOU LOOSE
MODIFIER

COST: 112
D.T. Bribe: MEAN-
INGFUL CONVERSATION

INFLATA-CLONE

THERE ARE CERTAIN SITUATIONS IN LIFE THAT REQUIRE A PERSONAL APPERANCE BUT, AT THE SAME TIME WOULD BEHOUVE DUE TO NOT ACTUALLY BE THERE PHYSICALLY. IT IS WITH JUST SUCH SITUATIONS IN MIND THAT INFLATA CLONE WAS CREATED. REACTING WITH DISCHARGE SPITTLE IN THE INFLATION TUBE, THE SPECIALISED INFLATEX LINING CREATES A PERFECT DUPLICATE EVERY TIME. IT WALKS, IT TALKS (IT CAN REPEAT ONE SENT- AND IT EVEN * ISFACTION.



BALLS-OFF PERSONAL BODY SHIELD

NO LONGER WILL YOU NEED TO WORRY ABOUT YOUR EYES SAYING YES BECAUSE THIS LITTLE DEVICE SAYS NO NO. NO. NO. NO. NO. NO! THE BAPBS REACTS WITH THE PHYSIOLOGY OF THE TESTICULAR GLAND TO SHRINK THOSE BABIES INSTANTLY TO THE SIZE OF RABBIT PELLETS. (OUCHIE ... LET US JUST OBSERVE A MOMENT OF QUIET REFLECTION). WITH AN EFFECTIVE RANGE OF 1408 FEET YOU CAN PRETTY MUCH COUNT ON THE COOPERATION OF THE LOCAL GENTRY WHEN IT COMES TO MATTERS OF YOUR PERSONAL SPACE.

D.T. COST:

LIQUID REALITY

WISHED YOU HADNT JUST DECAPITATED YOUR SIDEKICK OR WONMED AT THAT SODOMY BIKER I WEL JUST WHIP OUT A JAR OF OL LIQUID REALITY AND PRETEND LIKE IT NEVER HAPPENED CAUSE IT DIDNT. COST: THE COW D.T. COST: THE COW AND THE SNEE. EMPIRE.

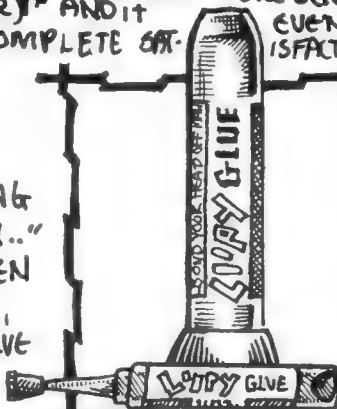


YES WE'RE JUST KIDDING!
NO THIS DOES NOT EXIST, WHAT ARE WE STUDID?



LOOPY GLUE

YOUVE HEARD THEIR ADVERTISING... "STRONG ENOUGH TO HOLD A MAN..." AND MAYBE YOU'VE EVEN USED THE OTHER GLUE, BUT CAN THAT OTHER GLUE BOND THE HOLES IN YOUR RACER X'S TITANIUM COMBAT PLATING BACK TOGETHER!? WHAT USE IS HANGING FROM A GIRDER BY YOUR HARD HAT ANYWAY? HE HES GOING TO HAVE THAT SORT OF TIME.. COPS I'M FALLING TO MY DEATH, I BETTER WHIP OUT SOME GLUE AND STICK MY HAT TO A PASSING I BEAM! COST: 404 / TUBE (12 APPLICATIONS)
D.O. BRIBE: A HARDHAT, A BURDER, BLUE COLLAR WHITE GUY.



* OF YOUR CHOICE (WELL MISTER BOND WILL YOU TELL US WHERE THE PLANS ARE? INFLATA-BOND → THE JAM IS IN THE CURSED MONTY)
* * PT 1, MD 2, MT 1 (HP → TOP?)
* ANCE OVER AND OVER *
* BLEEDS FOR YOUR COMPLETE SAT.

Clown Equipment

*ALL CLOWN EQUIPMENT IS FREE TO BE REQUESTED BY A CLOWN IN THE FIELD. PRICES ARE GIVEN FOR BOOKED COPIES.

A CLOWN NEEDS HIS TOOLS AND IN THE FIELD A FEW WELL PLACED GADGETS CAN SPELL THE DIFFERENCE BETWEEN A SUCCESSFUL COMEDIC SANCTION AND THE VIOLENT, BLOODY EXECUTION OF ONE MORE HARLEQUIN IN HIS MAJESTY'S SECRET SERVICE.

THROWING PIE:

PIES COME IN TWO VARIETIES THE POISON CREME PIE AND FRUIT PIE GRENADE.

EACH IS USEFUL IN ITS OWN WAY, DEPENDING ON THE MISSION.

POISON PIE: UPON IMPACT THE PIE DISCHARGES POISONOUS SLEEP GAS IN A 20' RADIUS. BOGUSLY DIFFICULT MT TEST TO STAY AWAKE. GAS CLOUD DISPERSES IN 3 ROUNDS VICTIM WAKES IN 12-15 MINUTES.

FRUIT PIE: 8/3(-)/THROW (60' radius) [C][I]

GENERAL BAG OF BALLOONS THESE ARE DEFINITELY JUST A BAG OF BALLOONS. YOU DEFINITELY COULD NOT ARRANGE THEM IN SPECIFIC INFLATED ANIMAL SHAPES SO THAT



SPECIAL PHOS-PHOREN CHEMICALS REACT TO SEND MESSAGES TO OTHER CLOWNS... NOPE, NOT THAT.

CLOWN SHOES:

ITS GOTTA BE THE SHOES. NOT ONLY DO THESE BABIES HAVE HOVER GENERATORS TO ALLOW THE WEARER TO LITERALLY WALK ON AIR, NOT ONLY DO THEY HAVE VIBRO UNITS FOR DOUBLE PSYCHO BRUCE LEE SHIT DAMMAGE AND NOT ONLY DO THEY HAVE SHORT (6') RANGE 1/DAY TELEPORTATION FIELDS BUT THEY'RE ALSO OTYLIN.

COST: 956

D.O. B.R.I.B.E.: CRAB CAKE



LAPEL FLOWER:

WORN CHEERILY ON THE OUTSIDE OF THE CLOWN'S COLLAR, THE LAPEL FLOWER IS THE NOZZLE THROUGH WHICH 60 GALLONS OF SPRITZER SODA, MIRACULOUSLY COMPRESSED IN TO A SMALL RUBBER SQUEEZE BULB, IS FIRED AT HIGH VELOCITY. 11/4(-1)/15' (PEPPER 2) 1/E [15] 254

(STORYTIME FOR HIM IN FOR A MONTH) +1

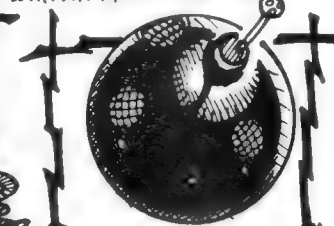
COST: 189
D.T. B.R.I.B.E.: BOOZE

COST: 92
D.T. B.R.I.B.E.: PEZ



CLOWN NOSE:

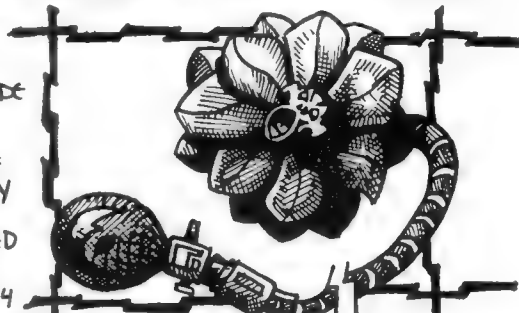
NOT ONLY THE SYMBOL OF THE OFFICE OF THE CLOWN, THE RED NOSE IS ALSO AN INVALUABLE PIECE OF AN AGENT'S RETINUE. THE NOSE HOLDS RANK DATA, COMMUNICATIONS ARRAY (RANGE 400mi) WITH AN AREA SENSE THAT



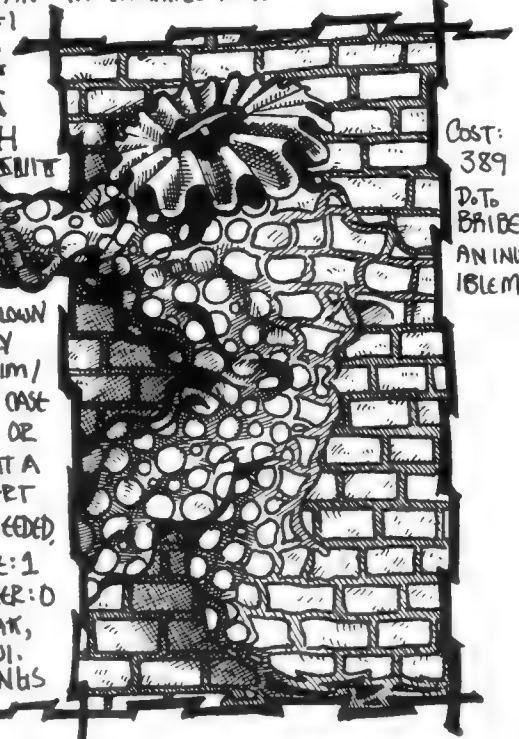
MAKES THE IMPOSSIBLE TO SNEAK UP ON. COST: 212 D.TECH. B.R.I.B.E.: HOME RHINOPLASTY KIT.

MR BIG PANTS STEALTH SUIT

ALLOWS THE FIELD CLOWN TO INSTANTLY DISGUISE HIM/HERSELF IN CASE OF TROUBLE OR IN THE EVENT A LITTLE COVERT ACTION IS NEEDED. ARMOR VALUE: 1 FEET MODIFIER: 0 +4 TO SNEAK, BLEND IN W/ SURROUNDINGS AT WILL.



HIS JAMMIES 1/WK



COST: 389

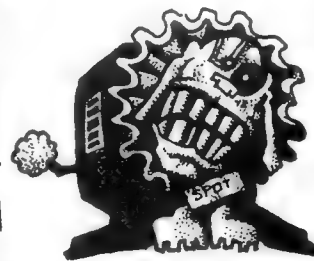
D.O. B.R.I.B.E.: AN INVISIBLE MAN.

CLOWN DOG:

OCCASIONALLY AN AGENT IN THE FIELD WILL NEED A LITTLE HELP, AN INCONSPICUOUS SUBTLE BIT OF AID FROM THE BIG TOP. IT WAS WITH THIS IN MIND THAT THE CLOWN DOG WAS CREATED AND BRILLIANTLY MODELED TO SIMULATE A SIMPLE, HARMLESS, LOVEABLE PUPPY DOG.

THE OWNER OF A CLOWN DOG DOES NOT NEED THE CLOWN DOG SKILL (CLARIBELLE CLUSTER) TO CONTROL HIS NEW BEST FRIEND BUT IT HELPS IF YOU DON'T WANT YOUR SPIES EATEN.

SPECIAL ABILITIES: LASER TEETH CHW THROUGH ANYTHING, TRACKING, INFRARED SENSORS. MOTION DETECTORS.



GM: 2
MO: 2
MT: 4
NU: 10
FT: 8

ATTACK VALUE: 16

TOTAL ARMOR: 12
BLUNT: 17/4

COST: 1 CHIT D.T. B.R.I.B.E.: BALLOONS? DON'T WASTE MY TIME.

CULTS

OF THE MONTH

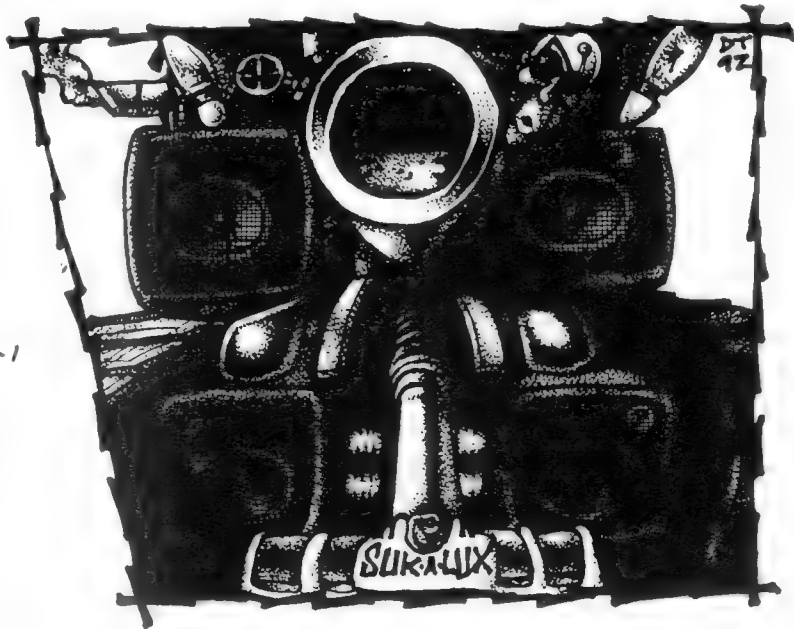
ASIDE FROM THE CHURCH AND THE GOVERNMENT, THE GALAXY'S GREATEST BREEDERS OF IGNORANCE, RACISM, AND BAD TASTE, ARE THE VARIOUS CULTS, SECTS, AND AGENCIES THAT HAVE SPAWNED UP ALL OVER, YET STILL MOST OF THEM WORK FOR THE GOVERNMENT ANYWAY, EXCEPT FOR THE ONES THAT OWN IT. IT IS ENTIRELY UP TO THE HOLMEISTER HOW TO RUN THESE SUCKERS, BUT A GOOD GUIDELINE IS THAT THE HEAD OF EVERY ONE OF THESE GROUPS HAS PROBABLY HAD A SEXUAL FANTASY INCLUDING EVA BRAUN AND A CATTLE PROD, AND THE REST DRINK NIGHT TRAIN SPRITZERS AND PLAY "CONNECT THE DOTS" WITH A PACK OF CIGS AND A LINOLEUM KNIFE. DO NASTY, HORRIBLE SICK THINGS AND YOU'LL PROBABLY BE ON THE MONEY. SO HERE'S A FEW OF THE POWERS OF THE UNIVERSE, WITH WHOM THE PLAYERS MAY WORK FROM TIME TO TIME, AFTERWHICH THEY WILL START HAVING THOSE MEAT, SWEATY, THREE TISSUE NIGHTS SCREAMING "EVA!!" TO THE BATHROOM CEILING.

BILCO—ONE OF FEW CORPORATIONS TO OPERATE DIRECTLY OUT OF HOL, BILCO IS OWNED, CONTROLLED, AND STAFFED BY BILL; A FORMER DUMP TECHNICIAN TURNED MASSIVE, SELF-SUSTAINING CYBERNETIC, MASS CONSTRUCTION ORGANISM. BILL'S SELF-BUILT, SATELLITE CONTROLLED BRIGADES OF BILLBOTS SCAVENGE THE SURFACE OF HOL FOR JUST ABOUT ANYTHING TO BE BROUGHT BACK TO THE WELDING STATIONS, MODIFIED, PACKAGED, AND SHIPPED BACK TO THE UNSUSPECTING CONFEDERATION. THE FORMULA USUALLY WORKS SOMETHING LIKE THIS:

VACUUM CLEANER + quadrophonic
stereo system + howitzer =

"THE BILCO PARTY ANIMAL"
(chip bowl optional)

FOR ANY DESIRED BILCO ITEM,
ROLL FOR QUALITY. 1: SHITBOX,
2: RUSTY SHITBOX, 3: RADIOACTIVE,
RUSTY SHITBOX, 4: ATOMICALLY
DANGEROUS PLAYTHING OF SATAN,
RUSTY SHITBOX, 5: ATOMICALLY



DANGEROUS PLAYTHING OF SATAN, RUSTY, SHITBOX PAINTED SUCH A NAUSEATING COLOR THAT IT INSPIRES THE OWNER TO SUCH HEIGHTS OF TRAGIC POETRY RIVALED ONLY BY TAMMY BAKKER, 6! CARNAL KNOWLEDGE OF JUMPSUGS WOULD BE PREFERABLE THAN TO LAY EYES ON SUCH A HIDEOUS MUTATION OF TECHNOLOGY-PLUS IT SMELLS.

-SALISBURY SCOUTS

REGARDED BY THE GENERAL POPULACE

AS WORSE THAN THE HITLER YOUTH ON A BAD HAIR DAY. THESE LITTLE FAVORITES OF THE EMPEROR RUN RAMPANT OVER THE PLANETS OF THE CONFEDERATION, BURNING, DESTROYING, MAIMING, AND TERRORIZING ANYTHING THAT COMES BETWEEN THEM AND THEIR NEVERENDING QUEST FOR "MERIT BADGES" IN FACT

IF YOU REMEMBER THE INFAMOUS RANSACKING OF HEROD ON BETTY IV WHICH HISTORY RECORDS AS A S.N.E.E. RAID, BUT WAS IN FACT THE WELL DISGUISED TRAIL OF A SCOUTING TROOP TRYING TO SCORE THE ELUSIVE COMMUNITY SERVICE AND FIRE BUILDING BADGES. BUT WOE TO THE PLANET THAT IS UNLUCKY ENOUGH TO BE CHOSEN HOST OF THE YEARLY "JAM-BOREE" THE WEEK LONG CONVOCATION OF THE MASSES MIGHT OF THE SCOUTS, AND EVEN THE SODOMY BIKER SPEAK OF SUCH A THING IN HUSHED TONES. THEREFORE... BE PREPARED.



-UNIVERSAL PRICING CULT

RELATIVE NEWCOMERS ON THE GALACTIC POWER CIRCUIT. LITTLE IS KNOWN ABOUT THEIR TRUE MOTIVES OR IDEOLOGY. THEY SEEM DETERMINED TO BRING ABOUT THE FALL OF THE CURRENT POWER STRUCTURE THROUGH ECONOMIC MEANS. THEY ARE AN EVER INCREASING SIGHT IN THE PORTS AND TRADING HOUSES OF THE CONFEDERATION, HITTING EVERYTHING IN SIGHT WITH A BLAST FROM THE DREADED "PRICE GUN" SCRAMBLING SYSTEMS, REDISTRIBUTING WEALTH AT THE PUSH OF A BUTTON. EVEN TRAVELLERS ARE NOT LONGER SAFE, THE SCOURGE OF THE CULT WILL CONTINUE UNTIL WE FIGURE OUT WHO TO PAY OFF.

-CLOWN COLLEGE

A KINGDOM NEEDS SPYS, TO WATCH THEIR ENEMIES, TO WATCH ITS CITIZENS, PROTECT THEM FROM THEMSELVES, THEIR THOUGHTS AND, THEIR DESIRE. BECAUSE NORMAL PEOPLE HAVE NO IDEA WHAT'S GOOD FOR THEM. THE DARKEST SECRETS OF THE CONFEDERATION LIE IN SHADOW ON BIGTOP IV, YES, THE INFAMOUS CLOWN COLLEGE, WHERE THE CADRES OF SPIES, ASSASSINS, AND MECHANICS LEARN TO JUGGLE, KILL WITH A LAUGH, RIDE THE MINI UNICYCLE, FEW KNOW ALL THE SECRETS OF THE CLOWN, JINGLE'S, THE HIGH JESTER AT RUPERTS COURT, AND THE ELUSIVE MR. BOGANGLES, OF THE TRAVELLING CIRCUS OF PASHANDAR, ARE BOTH RUMORED TO BE HIGH CHUCKLE LORD, BUT KNOWING CLOWNS, THATS WHAT THEY WANT US TO THINK.

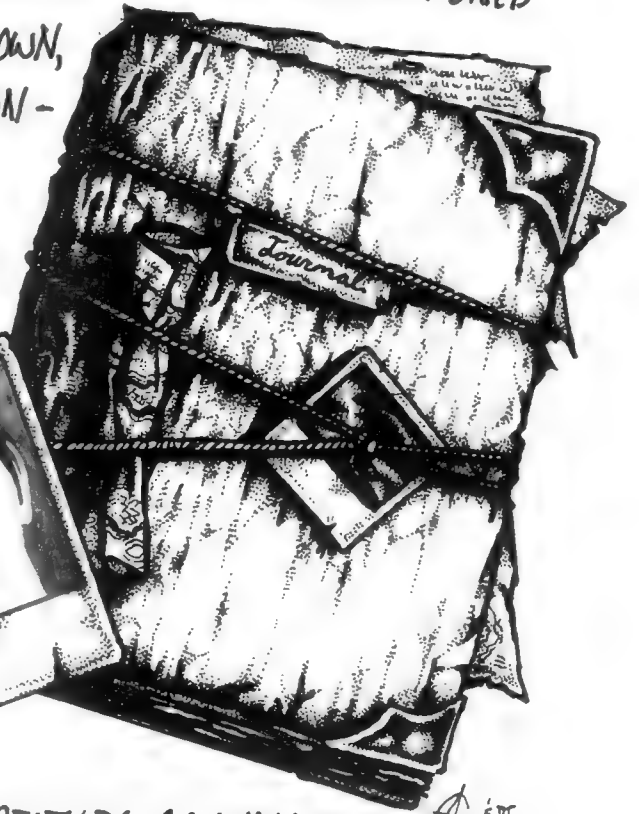
A Sightseer's Guide

VOLUME 1
ISSUE 20

IT'S SUNDAY APRIL 22ND
6TZ AR AND THIS IS NIGHTL...
RATHER WELCOME TO A
VERY SPECIAL BLOSS...UH..
THE SECOND INSTALLMENT
OF H&L, A SIGHTSEER'S
GUIDE. IN THE PLACE

OF OUR NORMAL FARE OF PRECARIOUSLY PLANNED AMUSEMENT PARKS, LIVE, AND I DO MEAN LIVE VOLCANOS, CITIES FILLED WITH MURDEROUS MARY-K-TELL REPRESENTATIVES WIELDING HOWITZERS AND JELLO MOLDS AND VARIOUS PARTS OF NEW JERSEY, WE HAVE BROKEN OUR USUAL FORMAT TO BRING YOU AN EXTRAORDINARY FIND: THE LOST JOURNAL OF WILLARD MARLOWE, ANTHROPOLOGIST AND SOMETIMES CLOWN. WELL OLD DOCTOR MARLOWE FINALLY CLEANED THAT SHITHOLE THAT PASSES FOR AN APARTMENT AND FOUND HIS JOURNAL, WHICH WE WERE SUPPOSED TO BRING YOU LAST WEEK BUT—"I CAN'T FIND IT", "I MOVED LAST WEEK AND EVERYTHING'S STILL PACKED", "MY DOG ATE MY ANTHROPOLOGY NOTEBOOK"—OH YEAH HE USED THAT ONE TOO. WELL NEEDLESS TO SAY, AND DON'T YOU FEAR GENTLE READER SOMEONE'S IN FOR A RUDE AWAKENING WHEN MR ROYALTY CHECK WEIGHS IN A COUPLE SLICES SHORT OF A CHEESE LOAF. WELL BACK TO THE MATTER AT HAND: THE AFOREMENTIONED

JOURNAL (SHOWN HERE) IS THE ONLY KNOWN, AND THEREFORE DEFINITIVE WORK TO CHRONICALLY THE COMINGS AND GOINGS OF THE MYSTERIOUSLY ENIGMATIC NORTON, HERETOFORE THOUGHT OF AS JUST A SMALL TRIBE OF GOOEY LITTLE GUYS WHO LIKED TO HANG AROUND THE YELLOW GOODNESS THAT IS OLD BABY DUNG. BUT AS WE SEE IN DR. MARLOWE'S CLASSIC DIARY, THEY ARE SO MUCH MORE AND WE OWE THEM OUR RESPECT AND MAYBE, JUST MAYBE, OUR GRATITUDE AS WELL.



After what must have been about a fortnight's sailing up what the locals call the "River Nigel" I had my first experience with the "hak'challa" or diaper storm. I was regaling my fellow travellers with tales of my stay among the nomadic tribes of Elbow IV. We were perched amongst the crates, laughing like hyenas.

on the distant trees the remains of huggies hang washed clean by the sun.

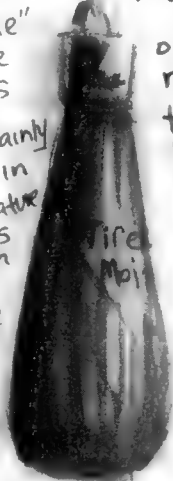
The captain, a spare, stork-like man, who never left his cabin without a breathing mask slung about his neck, came above decks and informed us of the impending deluge. "... intercepted a call from orbital control, incomming..." Not knowing what to expect, but trusting his judgement, we moved our merry-making indoors. It began with just a few large septic drops, reaching earthward, but soon the solids began striking the deck with ever increasing frequency, until it was in the immortal words of the poet,

"A veritable butload
this raging shitstorm
tumbles down.

the mummified
corpses of
our past
revisiting
their old
haunts."

So yes,
quite a
spectacle.

Our boat,
the "Nellie"
I believe
she was
called
while certainly
lacking in
the creature
comforts
made up
for these
with an
abundance
of what
I call
charm,
which is a
nice way
to say rusty,
dirty, and having
no room service.



[THE PEOPLES OF THE DIAPERSWAMP HAVE OVER 200 WORDS IN THEIR LANGUAGE FOR DIAPERS BUT NOT A SINGLE ONE FOR PANTS. FROM THE FLAKING WHITE SNOWY PLASTIC OF THE "KANDRAPAMPRA" TO THE DENSE, DEEPLY IMPACTED, CHEESE CAKE LIKE LAYERS OF "JAMBYRR".]

This old guy,
"Old Joe" we called
him, was way too
into Creedence,
Foghat, and B.T.O.

we want the
good lunch
like mommy
used to make
tuna fish,
chips,
pudding cups.

Our first sighting of the dwellings of the Norton came on our third day of travel into what properly could be termed the swamp. Contrary to what I was led to believe, if I could tell anything about these people by their


"Village", they appeared to be a cultured, intelligent, and industrious bunch.

Believe me this is extremely rare to find among groups that live in the refuse that the rest of humanity generates the culturally dead end represented by the trough dwellers of Incubus IV is a prime example of the type of squallor and depravity normally associated with this type of society

Slightly under scaled first impression of Norton "Village" Tower was larger and less phallic if memory serves me

Their "chief" (I refer to him as a chief, even though he was more like an executive council person, their actual title for the position I found extremely distasteful and don't care to repeat) met our boat outside the city in one of the craft that resemble nothing more than gigantic, floating diapers, and took us aboard for a little meet and greet session. The fish was quite good, except for that strange aftertaste, ah well, local delicacy I suppose. We had a few embarrassing moments, as the regions vernacular seems to present some small problems to our federation issue translators. Have to remember to ask Geordi about those adjustments we discussed.

mysterious huge pipes abounded was never really sure what their purpose was



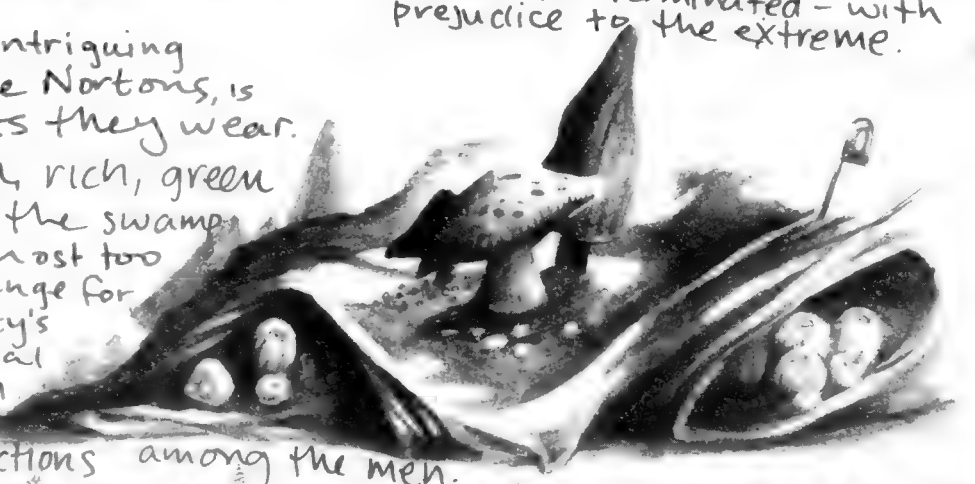
unfortunate traveller
caught unawares
in the beginning
stages of hak'challa.
Not much hope
for him I'm afraid.

One of the more intriguing
things about the Nortons, is
the filtration suits they wear.
The humus laden, rich, green
atmosphere of the swamp
proved to be almost too
much of a challenge for
most of our party's
standard Imperial
suits, resulting in
quite a few
painful lung infections among the men.

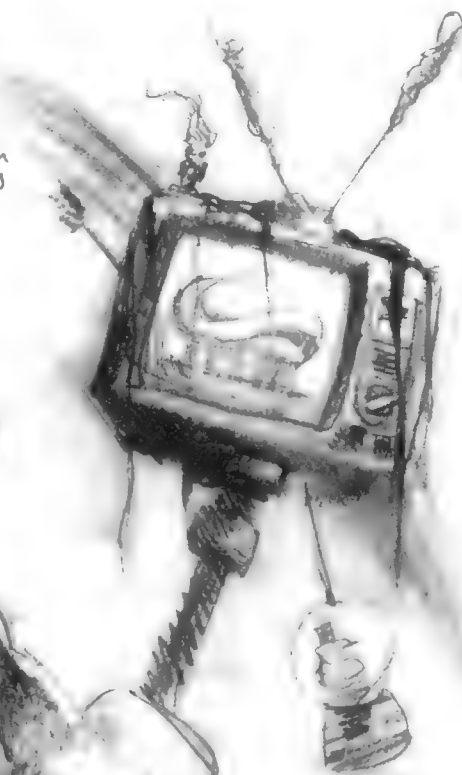
While I assure you that
I am genuinely interested
in these people from a scientific
point of view, I also must
confess to having ulterior
motives for coming here.
The station manager of the
"Höl", a mister Roarke, invited
me to his private orbital office,
under the guise of a tasting
of the great wines of the
Night Train vintages. Well of
course the wine was absolutely
delightful, but presently, the
real reason for my attendance
was revealed.

It seems one of his multitude of
assistant managers had gone
rogue, and disappeared into
the swamp with nary a
trace. His name, now so
often on my mind is Squirtz.

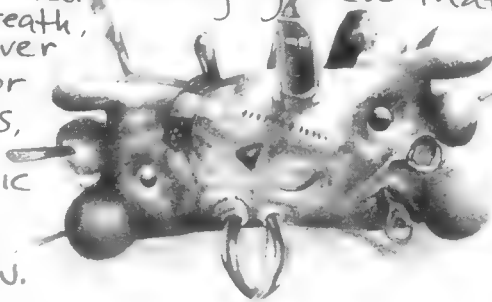
The only proof we had that
Squirtz still lived at all was
the odd report of his that
occasionally dribbled in, which
by now consisted of his grocery
lists and numerous letters to
Ann Landers and "Dear Abby".
Roarke insisted the man
must be double dipping his
pretzels in the cadmium and
sour cream, for his report
methods were totally unsound,
but frankly I saw no apparent
method at all. Such a
detriment to his office staff
should be terminated - with
prejudice to the extreme.



The chief naturally had the most gloriously elaborate suit of all. I must confess I never did catch his name in all the time I spent with him. I think it was something beginning with a "g".



Even my own venerable "Bubobuster" Plaguesuit needed to have its filters scraped daily to avoid the choking effects of the swirling, noxious gases. But to the Nortons, the suit is much more than a tool for survival, indeed it serves as a status symbol, a home away from home, and a personal fashion statement. Elaborately ornamented, and rigged with as many accessory fittings as the owner can salvage or afford often to the point of seeming impractical. Rumors abounded among my crew that the Nortons didn't need the suits at all to breathe, and I must say I personally never saw any of the change a filter or cannister. Unlikely as it seems, perhaps living so long in this harsh environment has wrought mutagenic changes in the lifeforms here severe enough that they can actually breathe this infernal brew. Further testing on this subject may be in order.



I was shown this "Medical Wastem" in the village displayed as a rare trophy creature. Man made or some bizarre product of the swamps?

Speaking of mysteries. Besides the few I actually know by name, there seems to be relatively few Nortons of any sort around here, besides the ruling council, and what seem to just be their domestic and support staff. I made some inquiries, to which the reply - "You know, in the Works (?), on the Munchers (?), some-ones got to pay for all this stuff you know!"

Which now that I think about it makes perfect sense, as I have seen no evidence of agriculture or industry here, and what luck I seem to have as one of the "Munchers" is due in tomorrow, so I can experience the fabled monstrosity first hand.

I was awakened at dawn by a deafening roar, like ominous thunder. I flew to the window to see what manner of megalithic beast screamed heavenward, as if at the gods. To my immediate disappointment however someone had apparently closed some kind of rusted storm shutter over my window. Quickly I dressed and walked to the large common room to see what excitement I had missed. There was an enormous amount of people and activity there more than I had ever seen in the settlement ever, a swirling hurricane of breathers, bejeweled gauges and piping. I located one of my Norton friends up against the wall and asked what all the comotion was about.

"The Muncher done be in"

"That doesn't explain the shutters on my window"

"No shutters man, that must be the Muncher be"

"I don't seem to catch your drift"

"open bar" at the Norton death ritual celebration a truly unique experience

Vegetables all gone
Diet consisting of Mung
I'd kill for Beans
- a haiku for salad.

Sketches made after partaking of refreshments at death ritual - yes I have no idea what they are.



Instead of trying to explain, he decided to show me instead.

So off we went, topside to where the hoverdiaper awaited us, but nothing prepared me for the sight that unfolded before me.

The beast was absolutely colossal, huge, titanic, this stadium sized behemoth. A surviving dinosaur, these amphibious, assault factories forage through the swamp, scooping up loads of refuse with whalelike precision, then processing their burdens into food, clothing, furniture, and home electronics for the Nortons, and for export to the rest of the planet.

A truly astounding system for sustenance I must say. Hats off to these unique people.

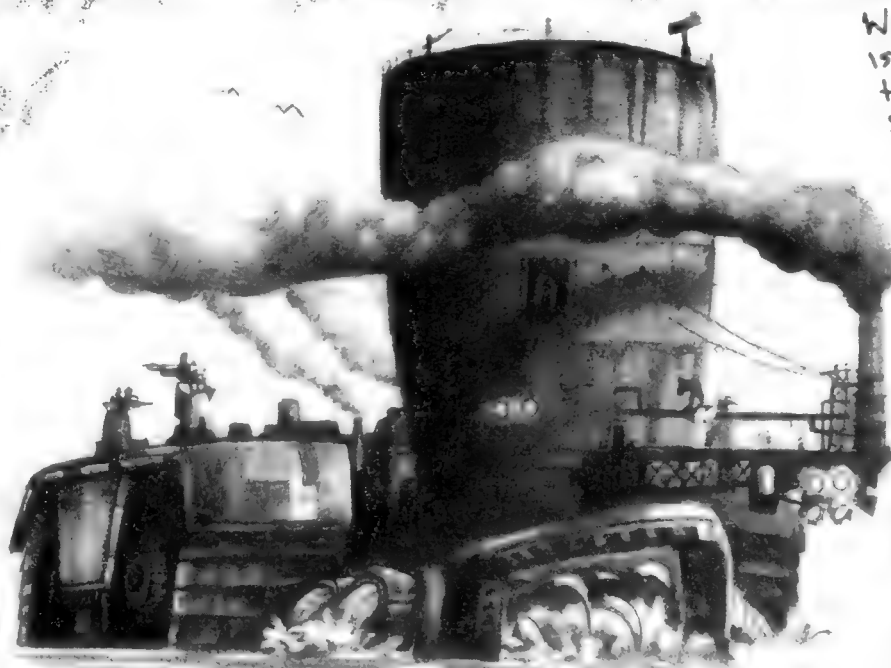
Still no sign of Squirtz.

I have tried to make discreet inquiries about him to the few Nortons I'd consider friends, but was only met with sharp hisses at the mention of his name.

This is one mystery I must get to the bottom of.

A Norton weapon I guess. A sling like contraption, used to propel creature at right, perhaps a relative of the grobule? I have brought one back for further study - remind me to take it out of my luggage.





What manner of tomfoolery is this! First, there was their refusal to discuss Spurtz, now these twice damned people insist that I can't see the 'works' Taboo to outsiders or some other such native mumbo jumbo. Well too bad for them I Refuse to take no for an answer, and all very fine and well for me that I brought along my trusty "Mr. Big Pants Happy Stealth Suit. Now perhaps I'll get some answers. --

Morning at last. I slept on what felt like a squirming pile of softballs, if the pains in my back are any witness.

Ah, but here comes the subject of my immediate attentions now. Quickly I rise and fall into place behind them employing the totality of my dark skills, to weave silently behind them, unseen, unheard, undreamt of, through the seemingly endless passages, ever following the mysterious pipes downward winding ever closer to the truth? Perhaps Decending for what felt like the small, shy brother of eternity.

Finally now, I hear voices ahead, our small trek appears to be drawing to a close.

A sound like a thousand kettles, boiling on high, greets my ears, the death cries of millions of too fragile bubbles. The pipes that had been my constant companion on the journey, now deserted me, heading upwards towards a ceiling too distant to see.

Creeping out of the shadows I approached the furiously bubbling reservoir, curious to discern the "raison d'etre" of this peculiar phenomena.

As I grew closer a smell began to reach my nostrils, even through the stiff rubber seals of my face plate,

Bloody Hell! Left my keys in my other pants, so I'm locked out of my room for the present. While out however I did learn there was a shift going down to the works in the morning. Just need to find a comfortable place to sleep.



a smell that took me back to my childhood,
the days of hanging on my mother's apron strings
in the kitchen, the oven door open - and that
was it, gas. This huge bubbling pool was
producing tremendous quantities of the
stuff, millions of cubic feet more than these
people could use in their lifetimes.
So why were a good portion of them
spending their golden years in
production of a commodity that
was apparently useless to them?

I came here seeking answers, and
only came up with more questions.
Desperate for the truth now, and
not caring what the cost, I threw
caution to the wind and left the shelter
of the shadows for the great wide open.

Like a church mouse in a cathedral, I
was so dwarfed by the immense scale
of this place, that the thoughts of
insignificance almost overwhelmed me.
Huge vaulted ceilings rose to where
tremendous hoods accrued the massive
quantities of generated gasses. Between
them floated service crews in balloon-like
contraptions, fleas on the back of this
gargantuan dog.

After several hours of
searching the complex,
at last I found a sort
of control room where
the answers I sought
were to be had. If the
materials there were to
be believed, the import
of this place was staggering.

From the products of the decomposing
swamp, they were harvesting and piping
gas all over the entire planet,
to power the furnaces that
provided the heat necessary
for global climate control.

And these
people did it
all out of
some sense of
ancient obligation, a sacred
duty passed on from generation
to generation.





So my sojourn here was over, we packed our bags, said our goodbyes and returned to our sad excuse for transportation, both wiser and a little more knowledgeable and aware of the world around us. Of Squirtz I found no evidence, and perhaps was the happier for it. After everything else I went through, I honestly can't say what I would have done if we had located him.

What I thought would be an uneventful voyage home, was suddenly interrupted by a small flotilla of rafts, canoes, skiffs, dinghys, and punts blocking our progress. A voice from one of the craft broke the tense silence, commanding us to land our boat and follow them. They led us by secret paths through the swamp, till at last we came to a ramshackle cluster of huts. Here she explained, "This is all that remains of Big man Squirtz's dreams, we will return now to our people. we have had enough of this madness of searching for the stone that was lost, the madness is over, your man Squirtz, is dead." We were led to the place where the grisly remains hung on a giant stone head, a monument to a man who died for his sins of avarice, greed, and pride, a warning to all who dared try to retrace that path. And the people redeemed by his death returned home at last, the prodigal children of the Norton's have come back, let the fatted calf be killed and the feasting begin. So thus my tale ends.



-DIAPER SWAMP RULES-

VEHICLES: SERVICE BALLOONS: USED BY NORTON REPAIR CREWS TO SERVICE THE TITANIC CATHEDRAL OF GAS. THEY CAN HOLD UP TO FOUR NORTONS; COMES EQUIPPED WITH 2 SPECIALISED MUNG LADELS (HULL RATING: 0 (ITS A BALLOON IF HIT ROL 1d6: 1-3 HIT BALLOON (POP) 4-6 DIDNT), BIGNESS SOMEHOW QUITE HITABLE (+2) SPEEDOSITY: 22MPH TURNABLENESS 0) HOVER DIAPERS THE MAIN TRANSPORT IN NORTON CULTURE, CAN HOLD UP TO 6 NORTONS EACH AND SHIPS CAN BE LINKED TO FORM "LUVS" WHICH IS A LARGER SHIP CONSISTING OF A COLLECTIVE OF HOVER DIAPERS BONDED WITH VELCRO FLAPS (INDIVIDUAL SHIPS; HULL RATING 4, BIGNESS JUST RIGHT (0), SPEEDOSITY 137MPH TURNABLENESS +3. LUVS; OH COME ON IT ALL VARIES DOESNT IT? USE YOUR IMAGINATION PUT 2) MUNG MUNCHER: WHOA NELLEY, THE HUGE FACTORY CITY SHIPS OF THE NORTONS (HULL RATING: 19, BIGNESS: YOU CANT MISS, SPEEDOSITY: 30MPH TURNABLENESS: YOU HAVE TO PLAN TURNS TWO DAYS IN ADVANCE, THREE IF MONDAY IS A HOLIDAY)

EQUIPMENT (WEAPONS, ARMOR ETC): STILTS: ASIDE FROM THE ABOVE MENTIONS OF

TRANSPORT, NO NORTON LEAVES HIS DIAPER WITHOUT HIS EXTENDED LEGS. THIS ALLOWS YOU TO MOVE ABOUT IN THE JUNGLES UNSTEADY LANDMASS W/O FEAR, EXTEND YOURSELF UP TO 60' IN THE AIR (ON SOLID GROUND) AND BECOME A DAREDEVIL VILIN (ALBEIT A STUPID ONE)

BUBOBUSTER PLAUGESUIT: ACTUALLY AN IMPERIAL ITEM THIS LITTLE BABBY COMPLETELY PROTECTS YOU FROM ALL MANIERS OF INFECTION, RADIATION POISONING AND DISEASE (OF COURSE THE PEOPLE AROUND YOU TEND TO GET SICK - BUT OH WELL THEY CAN WORK THE BUGS OUT OF IT LATER) A VI

NORTON SUIT: AS ABOVE BUBOBUSTER BUT WITH NO BUGS (OH ALMOST JUST LIKE HOME - MADE) COMES STANDARD WITH STILTS AND ALL SUCH SUITS ARE COM-LINKED, AV 5, +1 FEET MODIFIER) GRUNGUOLE SLINGSHOT

IS JUST A SLING SHOT BUT GRUNGUOLE'S ARE IN FACT FULL FLEDGED. GROBLING'S BUT THEY ARE CURIOUSLY DOXILE, THEY DO NOT ATTACK YOU ON SIGHT, NEITHER DO THEY CAUSE YOUR GROBS AND FESTERING GROBS TO MATURE AND ATTACK (IN FACT THE GREY, DEPRESSING 100 THEY MAKE KEEPS GROBS AND FESTERING GROBS IN THEIR PRESENCE FROM EVER GROWING PAST THE FESTERING STAGE WHILE THE GRUNGUOLE IS AROUND (EVEN IN THE PRESENCE OF THE NORMAL TYPE OF GROBLING)) THE ONLY THING THAT THEY SEEM TO GET EXCITED ABOUT IS (AND THIS MAKES THEM DOWNRIGHT ORNERY) IS BEING FIRED FROM A SLINGSHOT - REALLY PISSES EM OFF UPON IMPACT THEY NOT ONLY ACT LIKE BUT ACTUALLY INSTANTLY MUTATE INTO YOUR STANDARD GROBLING ANG/DAM 3/1 (BUT THEY INSTANTLY ATTACK AND SET OFF ANY GROBS YOUR DAPNMENT HAS)

MEDICAL WASTEM: STATS: SAME AS NORMAL WASTEMS. FOUND ONLY IN THE DIAPER SWAMP THE MEDICAL WASTEM LITERALLY GROWS WITHIN ITSELF ALL THE TOOLS YOU NEED FOR ALL THE MEDICAL CLUSTER SKILLS IN SUCH ABUNDANCE AND QUALITY AS TO GIVE +4 TO ALL SUCH ROLLS. MEDICAL WASTEMS DO NOT UNDERGO MITOSIS AND TEND TO PREFER POPULAR SHOW LINES.

NORTON CLUSTER: THE NORTON CLUSTER MAY SUBSTITUTE FOR VERBAL ANNOYANCE, FANCY BOY OR POSTURING - IN CHARACTER DEVELOPMENT. THE CLUSTER INCLUDES: SCABS, RUN WHILE KNEE DEEP IN DIAPERS (EQUIVALENT TO RUN IN BIG SHOES), THE DOZENS, OPERATING KINDA GRUNGY VEHICLES, LUG TWO TONS OF SHIT IN A HAK'CHALLA (SAME AS LUG M-60), *EMIT GAS.

EMIT GAS: THIS SKILL IS USEFUL ONLY ON H&L. AS THE ENTIRE PLANET IS COVERED (SECRETLY) IN METHANE GAS PIPES THE NORTONS CONTROL, THE PROUD OWNER OF THIS SKILL CAN, THROUGH VOICE COMMANDS TAUGHT TO HIM BY THE NORTONS CALL FORTH A GASS SPRAY ANYWHERE TO FILL A BALLOON TO HEAT THE CAMP SIGHT

OR
AS A GAS JET ATTACK ANG 14
DAM 2.

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TRAVEL ADVISORY: DON'T

THE GALACTIC ENQUIRER

COL. 24896791 ISSUE 6

PERSONAL CONNECTIONS

TUES. RUPTOBER 12

I Saw You

LOT 249

Me: bookish dark haired guy w/tan leather backpack, khaki pants and jacket. You: Muscular, target tatooed on chest, stitches in mouth, soulful eyes. Haven't been able to get you out of my head.

RU MAN ENOUGH?!

To join the Enquisition? Seeking peeping toms, stalkers, obsessive/compulsive types. Must have clean driving record, willingness to be revealed. Send resume, cover letter, and naughty photos of your neighbors. Just drop in any mailbox, we'll get them. We always do.

SEEKING MY TOTEM ANIMAL!

Have investigated Bush Babies and Emperor Penguin, looking for a change.

MMMMM BACON

Men Seeking Other

WANTED: BBS

BIG BEAUTIFUL SUPPLEMENT!

Likes: New character generation, sidekicks, touring the Diaperswamp in spring. Must be willing to try new skills, equipment, and weapons. Dislikes: Poetry, puppies, and sensitive pony-tail types. Wild and ready to go - R U game? Freebase player a plus. No freaks.

VIKING ISO WARRIORS TO PILLAGE

Young study viking iso warriors to row my longship. Let's despoil the Rhine Valley together!

DESPERATELY SEEKING OINTMENT

Painful Itch. Wanna scratch it for me? Must have own cheese grater. Double jointed a plus.

**WE
~~YOU~~
KNOW
YOU
WANT
IT.**